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ISSUE 102

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BANJO TOOIE

Rare's deadly duo
swing into action

GAME BOY ADVANCE

Red hot new shots and
amazing info inside

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POKEMON SPECIAL

Stadium 2 and
Crystal revealed



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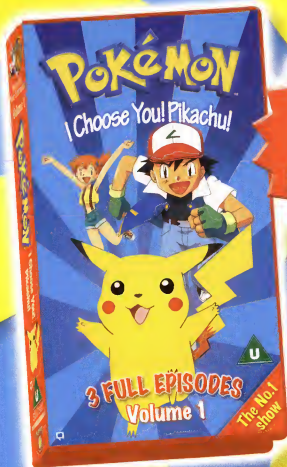
BATTLE FOR NABOO

Star Wars blasts
back on your N64

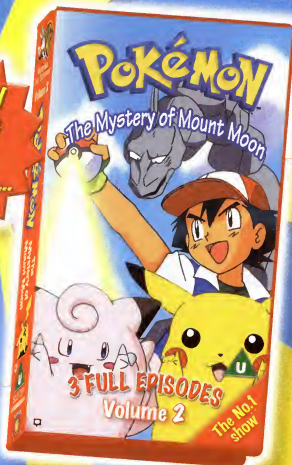


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Quick flick! ►► Fast forward to Pokémon Centre on p80 for all your vital info

Nintendo 3

Only in this

Nintendo

OFFICIAL MAGAZINE

Banjo Tooie

✓ First ever playtest ✓ All you need to know

We show you...

- Vivid worlds
- Big bad bosses
- Hilarious games

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page 6**

Battle for Naboo

Another awesome Star Wars blasting
epic tears onto your N64

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GAME NEWS

✓ New games ✓ First and best

Conker's Bad Fur Day, Indiana Jones
and the Infernal Machine, Legend of
Zelda Mystical Seed Series,
Pokémon Trading Card Game 2,
Robocop, Rugrats in Paris, Game Boy
Advance news ▼

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NEW FOR
GAME BOY
COLOR

NEW FOR
NINTENDO 64



mag

BLAG FEST

Cuddly toys and videos aplenty. It can only be Blag Fest!

- Tigger's Honey Hunt and cuddly toys
- Digimon videos
- Game Boy goodies
- Angel and Superman books

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POKÉMON SPECIAL

Pokémon Stadium Gold & Silver page 24

All your fave monsters, both old and new, are battling it out for 3D glory ▼



◀ **Pokémon
Crystal**
page 32
Critters go
mobile as we
take a first look
at this new
addition to the
Poké family

GAME GUIDES

■ **The Masters have been busy!**

TWINE ▼ page 56



WWF No Mercy page 68

Become the king of the ring

Official Tips page 48

Always first, biggest and the best

Your Tips page 52

Top tips and they're all from you

Your Scores page 54

Got what it takes to reach the top?



FREE GAME BOY MAGAZINE

■ **First and best**

Mario Tennis page 2

Mario casts another sporting spell
in the hottest tennis game ever.

Toy Story Racer page 14

The boys are back in town! Join
Buzz and Woody on the track.



Banjo Tooie

Boil 'n' bubble, toil and trouble! Evil witch Gruntilda's cooking up something sinister as Rare's magic gets set to cast a spell on your N64...

Game Info

By: **Rare**

Type: **3D Platformer**

Release: **April**

Banjo bonanza

Cancel your holiday and forget your exam revision 'cos you'll have no time on your hands when Rare's Banjo Tooie explodes on your screen.

Yes, the hottest double act since bacon and eggs is back, on a mission that's bigger, funnier and harder than anything the original could throw at you.

Riddled with warts and looking even more like a bag o' bones, nasty witch Gruntilda has risen from the dead and wants revenge on the meddlesome bear and bird.

Banjo Tooie looks set to be a true N64 epic, so make sure you've packed your raincoat, a thermos and some spare sarnies as we take a walk on the wild side...



▲ The months of waiting are nearly over! Get set, Nintendoids, 'cos here comes another hilarious adventure with the side splitting duo.



▲ Not by the hair of my chinny, chin, chin! Old Gruntilda will stop at nothing to get back to normal and you've got to stop the old bag.



The crone is back

For all good wizards like Harry Potter and Professor Dumbledore, there's a devious witch like evil Gruntilda.

It's only been two years since she was defeated on top of her castle lair and the bat breath old hag is back for sweet revenge.

The years spent underground have turned her into a rotten skeleton and the grizzly old hag wants her old body back.

Her evil sisters, Mingella and Blobbelda have created a machine to turn her back to normal and only you can stop the evil duo.

1



▲ You wouldn't want to meet these two down a dark alley! Banjo Toxie now stars not one, but three evil witches to take down.

2



▲ Thanks to her two evil sisters, Mingella and Blobbelda, Gruntilda's been resurrected from her grave. You could do with a good meal, love!

3



▲ On hearing all the commotion outside Banjo's house, Mumbo Jumbo takes a peek and nearly gets a fireball up the bum! Run for it, magic man!

4



▲ To get Gruntilda's body back to the way it was, her sisters have created B.O.B. Thanks to its massive laser, it can drain the life out of living things in a second.

Someone old, someone new

Banjo Toxie is a gigantic adventure, and every step of the way is packed with crazy cartoon characters to meet.

Each one looks amazing in Banjo Toxie and you'd be hard pushed to find better in any other N64 3D platformer.

You may have seen these faces before, but we've found out a few more fun facts about the game's main players to impress your pals...

Banjo



The bumbling old Honey Bear just wants a quiet life, but is once again called upon to vanquish Gruntilda.

Did you know?

Banjo wears a cool shark's tooth around his neck, although the tough old bear doesn't reveal how and where he got it.

Kazooie



The trash talking Red Crested Breagull is back as Banjo's sidekick, and is just as rude, crude and in a mood as before.

Did you know?

Believe it or not, Kazooie is female and a tough talking one at that. Don't cross her or she'll get right beaky with you.

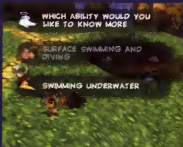
Down memory lane

Banjo Kazooie fans who ripped apart the mighty duo's first quest are in for a spot of reminiscing at the start of this platformer.

Once again, the game begins on Spiral Mountain, Banjo's hunting ground, that's home to lush green meadows and roaring waterfalls.

Your adventure starts outside Banjo's burned shell of a home which was decimated by a Gruntie fireball in the wicked opening movie.

To give you a baddie bashing head start, bear and bird don't have to relearn the moves from the original. They're all ready for you to use!



▲ Oh no! During the opening movie a direct hit from a Gruntie fireball destroys Banjo's house and sends poor old Bottles off to meet his maker. It'll make grown men cry, we can tell you.

▲ To give you a head start, you don't have to relearn the moves from Banjo Kazooie, unless you've forgotten them.

► Gruntie's evil forces have taken over Spiral Mountain and destroyed the tranquil countryside. Let's get 'em!

Bottles



Thanks to his wicked moves, Banjo and Kazooie finished off evil Gruntilda in the first quest, but he's looking a little pecky...

Did you know?

In the opening movie, Bottles gets blasted to the great molehill in the sky and reappears as a white spirit.

Mumbo Jumbo



Since the last game, this king of the alakazam has spent his days holed up at witch doctor school and honed his powers.

Did you know?

Using his new found skills, MJ is now the third controllable character. Use him to unlock the brain straining harder puzzles.

Jinjo Village

After scouring Spiral Mountain, your first stop is the homeland of the Jinjos.

But the tiny creatures have legged it after peace was shattered by the witches.

You've gotta find the nine Jinjo families and return them to the right coloured house.



▲ Say a big hello to King Jingaling. His Jinjo subjects have vanished and you've gotta find them.



▲ In the Isle o' Hags there are nine different empty houses. Find the super cute Jinjos to fill them up.



▲ Reunite each family for a golden Jiggy piece.

Eyesight fright

With poor old Bottles biting the dust, your next stop in Jinjo Village is his family home where you'll get the heart breaking job of meeting the family.

Inside you'll meet Bottles' widow and his kids, Speczy and Goggles, who have got a nice surprise waiting for you if you pop inside their home and get chatting.

Talk to Goggles and you'll get a pair of Amaze-o-Gaze Glasses that enable you to use the first person person view for spot on shooting.



▲ Poor Mrs Bottles doesn't know her husband has bitten the dust, but don't let her know.



▲ Talk to Goggles and he'll give you a pair of Amaze-o-Gaze Glasses. He's even got a DK teddy bear. Bless!



▲ Whenever you are in the first person view, you can zoom in and out of the action using the C Buttons.



Gruntilda

The queen of rhyme wants to use the B.O.B. machine to come back to life, killing all living things in the process.

Did you know?

For the first time since her childhood, this scheming battle axe has been joined by her two evil sisters in this adventure.



Jiggystyle

The Master of an order from the dawn of time lives in a weird shaped temple and even has a head made from a jigsaw piece!

Did you know?

According to an ancient legend, Master Jiggystyle controls the all powerful, mystical object known as the Crystal Jiggy.



Honey B

Tucked away inside a huge beehive on the Isle o' Hags, this friendly face is one of the nicest people you'll ever meet.

Did you know?

Don't pass by her house without popping in, 'cos she'll give you extra energy in exchange for some hollow honeycombs.



Humba Wumba

Also based on the Isle o' Hags is this mighty sorceress of black magic. She'll use her skills to turn you into different characters.

Did you know?

She doesn't get on with Wumbo Jumbo and thinks the super shaman is a bit of a cowboy when it comes to spell casting.

Open the first world

Even when you first start playing, you'll notice that Banjo Toobie is a monster of a game. And it just doesn't let up, no siree!

The game's hub is called the Isle o' Hags and here you'll find the most important building, Jiggawiggys's mysterious Temple.

Inside, a challenge awaits you and the only way you'll be able to access the first world, Mayahem Temple, is to finish Jiggawiggys's task.

Make sure you search the Isle o' Hags far and wide as many paths and secrets are inside. Remember, only the best will reach Grunty!



▲ If you want to meet Jiggawiggys you must get past his loyal subject first.



▲ Remember these? Complete the jigsaw puzzle to open the first world.



▲ Mayahem Temple is amazing. Its size and beauty will take your breath away!

Raw recruit

With Bottles kicking the bucket, a new friend of Banjo and Kazooie has been brought in to help you out in your adventure.

Scattered throughout the game are Sergeant Jamjars' hatches. When these are flashing red it means there's a move to learn from Bottles' brother.

You'll need the right amount of Notes to obtain the move, but there are loads to learn and you'll need 'em all to fight Grunty's barmy army...



Beak Bayonet

In Glitter Gulch Mine you must defuse 15 bombs in 200 seconds. Put Kazooie in Banjo's paws to spear them without getting hurt.



Airborne Egg Aim

Now you can kill Grunty's goons from the sky using Eggs and that's no yoke! Hit **Alt** to switch to the bird's eye view, aim and fire.



Springy Step

Take a hanky for this move, 'cos you'll get a nosebleed when you soar into the air. Leave Banjo's backpack mid air to get even higher.

Grab what you can

Fans of the first game will recognise many items to collect along the way, including Jiggles, Notes and Honeycomb.

But the clever ones among you may spot some new additions to Banjo's backpack which add to the amount of searching you'll have to do in the vast worlds.

There are loads of items for you to find. Make sure you pick them up, 'cos they might give you extra energy, or even unlock secrets!

So without further ado, let's take a closer look at some of the best additions to your Grunty beating inventory...



Glowbos

Forget Mumbo tokens, these critters are your key to all things magical. Give them to Mumbo Jumbo or Humba Wumba for some top spell action.



Honeycomb

Skill and Mystery pieces are hard to find, but manage to grab one and your energy bar will flash. Stop it when you want to send your health soaring.



Jinjos

There are now nine groups to locate, ranging from one White Jinjo to nine Black critters. Find every family member for a golden Jigsaw piece.



Clamber Boots

Kazooie can climb up walls using his super cool feet, but first you'll need to pull on a pair of these dashing boots.



Note nests

Instead of 100 separate notes like in Banjo Kazooie, they now come in bitesize packs of five in these ickle nests. Get 'em, Mr B!

ARE YOU SHERINGHAM?



It's no wonder McVitie's Jaffa Cakes are Man United's favourite half-time snack, after all, they are low in fat and high in energy. The problem is, with all that real chocolate and delicious orangey centre it can make even the most seasoned attackers a little defensive. www.manutd.com/jaffacakes

McVITIE'S
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OF MANCHESTER UNITED

Lend a hand

When there's something strange, in your neighbourhood, who ya gonna call? Banjo and Kazooie, that's who.

To help you fill your required quota of Jiggies for each world, you'll need to put your rescue skills through the ultimate test.

Whether it's saving an innocent creature or a race to be won, there's plenty of tasks to keep you on your toes. Check 'em out...



Help Bovina

This cow is in a bit of fix. Mutated flies are eating her crops and must be taken down. Use your Egg Aim to splatter those beasts.



Mary Canary

Glitter Gulch Mine's feathery friend wants to get out of her cage to stop going down the mines. Beat her across the track for a Jiggy.

Go it alone

The big difference to the original game is that Kazooie can now leave the confines of Banjo's backpack and head out alone. And boy, does she get up to some mischief!

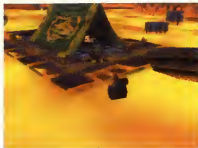
To unlock the game's many routes and puzzles you must find a set of Split Up Pads which separate the duo, allowing them to use some ingenious new moves.

Without Banjo's heavy frame to contend with, Kazooie can now spring high into the air. She can even fly without the aid of Red Feathers. Cool, or what?

Banjo, on the other hand, can restore his energy by having a quick kip under his backpack as well as crossing what before would be deadly terrain.



▲ Stand on the Banjo side of the Split Up Pads and Kazooie will gracefully spring out of his backpack.



▲ With Banjo going it alone you can get across nasty terrain by bouncing across in his blue pack.



▲ Kazooie can also take to the air and glide to places high above. Watch for the bridge!

◀ To join them together, walk into each other and Kazooie will leap into her snug home.

Black magic mistress

Mumbo Jumbo was the crazy magician in the first title, but now he's been joined by super cool sorceress, Humba Wumba.

By collecting the powerful Glowbos, you can pop into her wigwam and be transformed into an amazing new creature.

Just throw the Glowbo into her mystical pool and jump in afterwards to be turned into something wild and wacky.

It's worth keeping in mind that once you've coughed up the required number of Glowbos you can switch creations any time you want.



▲ Just like Mumbo Jumbo before, Humba Wumba uses magic to turn Banjo into amazing new characters.



▲ To make the magic work, stand in front of Humba Wumba and lob a Glowbo into the swirling pool.



▲ Abracadabra! Banjo will now turn into one of Humba's wacky creations. Don't blink or you'll miss it!

Nintendo

OFFICIAL MAGAZINE



Shape shifter

Being able to use Humba Wumba's powers of enchantment is a must if you want to unlock the sprawling worlds.

Her madcap creations are hilarious and there's always something new to turn into in each world that's sure to suit the territory.

So let's take a look at some of Banjo Tooie's wackiest characters. Start doing your magic, Humba Wumba...



Stony

World Maya Temple

Your aim The guard will only let you enter the Mayan Kickball Championship as a Stony. Win three rounds to get a Jiggy.



Baby T Rex

World Terrydactyl

Your aim Use his roar to bust open blocked cave entrances, letting you retrieve a Cheato page and save another Jinjo.



Wash Machine

World Grunty Industries

Your aim Six rabbits are hiding and want you to wash their clothes. Find them all and get a reward for your efforts.



Snowball

World Hailfire Peaks

Your aim Roll around in the snow to get bigger and use its power to roll up and save the Jinjo from the windy cave.

Games compendium

To give you a break from adventuring, there are some beaut mini games to play and they're even better than Rambi's Arenal.

For extra replay value, you can even play your favourites over and over again. Here are some of the best...



▲ **Pot O' Gold** Just line up the target and blast away at the endless rows of Jiggles. Do you think you've got the golden shot that can take you to the top?

► **Balloon Burst Challenge** Soar over the arena shooting the balloons. Get three points for hitting a blue one, two for red and one for green. Pretty simple, eh?



Nasty bosses

Rare games are always famed for some awesome boss battles and Banjo Tooie is no different. It's stuffed with 'em!

Using Banjo and Kazoie special moves and Egg firing powers, you'll need quick reactions to stay alive and take them down.

Some bosses may look cute and cuddly but, believe us, they will give you a run for your money. Let's check out who the bad asses are...



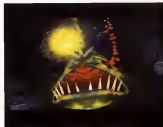
Mingy Jongo

This evil version of Mumbo Jumbo is really a robot. Dodge his fireballs and blast him with Eggs to watch bits of him fall off. Yuck!



Mr Patch

Take to the air and use your target to blast the patches on Witchyworld's giant inflatable. And try to avoid all the beach balls he flings at you, too.



Woo Fak Fak

Get some Clearasil, fishy face! Turn into a sub and you can meet this underwater beast. Just blast his six back boils and the water will run red. Eugh!

◀ **Hoop Hurry Challenge** Lead Kazoie through the hoops that appear at random. Grab the Turbo Trainers to reach the higher hoops.



▲ **Mini Sub Challenge** With Banjo as a mini sub, blast away at the grinning mines that appear at random to record a whopping high score.

Hailfire Peaks

As you get further into the game, you can even start to smell Grunty and her evil sisters and it gets even more pungent as you make your way across this island of two halves.

Hailfire Peaks is an island split in two, one side baking under the heat of a volcano and the other freezing beside a glacier. That's even stranger than Britain's climate!

This inhospitable place is also home to the evil Dragon Brothers, Chilli Billi and Chilli Willy, who are two of the toughest creatures you'll have to face up to in the game.

The strange thing is that one dragon is made of ice and the other made of fire, so you'll need to use different kinds of Eggs to take 'em down.



▲ High above the fire side of Hailfire Peaks is the majestic Colosseum. The thing is, where's the entrance?



▲ Watch out for Chilli Willy, the ice dragon. Load up a handful of Fire Eggs and knock the beast down to size.

◀ Don't get a sweat on facing Chilli Billy. Dodge the scorching fireballs to keep them alive.



Famous faces

You'll come across loads of friendly new faces in this fab 3D platformer, but some old favourites are back for you to meet again.

Up on the freezing slopes of Hailfire Peaks, make sure you scour the landscape for good old Boggy, the sled racing polar bear from the first game.

Over in Witchyworld, the wild 'n' wacky circus level, you'll even have to hunt out Boggy's three kids who have got themselves lost.

To add to the fun the bumbling hippo, Captain Blubber, from Treasure Trove Cove makes a reappearance in his Waverace hire shop.



▲ You'll need to use Kazooie's skills to find all your old mates from the first adventure. What a bird!



▲ Boggy's kid has even got a Banjo duvet!
◀ Boggy has certainly put on a few pounds since you last saw him. Who ate all the fish...

Pastures new

The ever helpful Sergeant Jamrars is a dab hand at many things, not just designing moves for Banjo and Kazooie to use.

To help you reach new areas, Bottles' brother has created an underground network of tunnels that criss cross the Isle o' Hags.

All you've gotta do is find at least two silos on the surface and they will open up when the deadly duo approach. Pretty handy!

All that's left for you to do is leap into the black hole, choose your destination and you're away!



▲ The Isle o' Hags is huge, so you'll need to use Jamrars' silos to save you time travelling from place to place.



▲ Approach a silo and it will open up. Just jump inside and you can select a new destination on the Isle o' Hags.



▲ Go for it, Banjo! Now you can explore a brand new world and stop Gruntilda coming back to life.



◀ Instead of finding all their presses, like in the first quest, you've just got to save them from evil Witchyworld. Nice one guys!

You are the weakest link

If you thought Anne Robinson was scary, just you wait for the most terrifying gameshow host you've ever seen.

At the end of the game, you must pit your wits against Gruntilda once again as this wicked lady tries to out fox you in one of her crafty quiz games.

Taking place in the Tower of Terror, you've gotta answer her tough teasers, and they're even harder than our Mastermind quiz!

Just make sure you remember the sights, sounds and faces from your travels and, no, there aren't any lifelines you can use.



▲ Anne Robinson eat your heart out! Gruntilda is the quiz master in this top game.



▶ Every time you get a question wrong the giant weight will drop a little. Mingella doesn't look too happy!

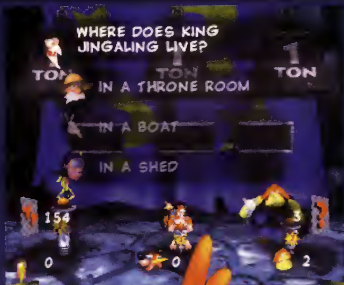
Final battle

Banjo Tooie is an absolute whopper of a game and it will take you weeks of long hard gameplay to complete.

We won't spoil the ending for you, but let's just say all your adversaries from the game are out to spoil your party.

Just make sure your skills are the absolute business and keep a clear head when the going gets tough, or it's bound to end in tears... yours!

▶ It's the end battle, but we don't want to spoil it for you. You'll just have to play the game and find out.



▲ Each brain teaser is based on something or someone in the game. You can't phone a friend either, so guess right!

▶ Don't start arguing now, you two! Gruntilda's back for revenge and you need to stick together if you want to beat her.

We think...

You've waited patiently for another classic platformer and it's nearly here. **Banjo Tooie** is looking just as lip smackingly tasty as the original and is already looking one of the game's of the year. Need we say more...

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**Big Game****Blinding missions Ace vehicles Full on combat**

Star Wars Battle for Naboo

The final instalment of the N64 Star Wars series is almost here and, with full on combat, tense missions and pin sharp graphics, it may just be the best yet...

Game Info

By: **THQ**

Type: **3D shooter**

Release: **To be confirmed**

WE SAID "With all your fabulous Episode One ships to control, this'll be a real stonker!"

Wipe them out, all of them...

Phantom Menace introduced us to a whole new set of amazing Star Wars vehicles. Put simply, *Battle for Naboo* lets you take control of these wickedly fast spacecrafts, and live the Star Wars dream in glorious 3D.



▲ It's time to climb aboard a STAP and sort out those nasty boys from the Trade Federation. Better buckle up your seat belts, space racers!

As the title suggests, the game is based on the good people of Naboo's fight against the evil Trade Federation. It throws you headlong into a series of high pressure, last ditch missions, showcasing some of the hottest action ever seen on N64.



▲ The combat is incredibly fast! It's full of tension with enemies appearing from everywhere. Take that, Trade Federation dude!

Episode One

00



The story unfolds

Battle for Naboo takes place at the same point in time as Phantom Menace, but that's where similarities end. The game has some elements from the flick, but the overall storyline is totally original.

It focuses on the forming of a resistance movement and their desperate missions to defend the city while Queen Amidala is away, trying to plead Naboo's case before the Galactic Senate.



▲ Up above the streets and houses, war planes flying high. Everyone can see them zooming, up in the sky. Paint the whole sky with a laser! Or something like that.



▲ The only thing the horrible Trade Federation are interested in trading is laser fire. Do you want some of the action? We bet you do!



▲ There are upwards of five or six enemies on the screen at any given time. Gulpi!

Holding out for a hero

Like all Star Wars films the story is all about the fight between good and evil. As ever, there's a clean cut hero battling for the good guys.

This time it's Lt Sykes, who spent his youth flying local transport vehicles to hone his super skills before joining the Royal Security Forces.



▲ Gavyn Sykes is a raw recruit. He's got the enthusiasm, can you supply the skill?

Futuristic vehicles

We've all got our fave Star Wars craft, whether it's the Millennium Falcon or X-Wing. But we bet you'd like to try some more!

Out of the eight vehicles featured in the game, five are totally new!

SELECT CRAFT



NABOO STARFIGHTER

PRIMARY WEAPON: LASER
SECONDARY WEAPON: PROTON TORPEDOES
DEFENSE: SHIELDS

N-1

The N-1 Starfighter is the finest example of Naboo's military technology. It's armed with twin laser cannons and proton torpedoes. Highly agile, the N-1 is used for patrol and escort duties.

SELECT CRAFT



POLICE CRUISER

PRIMARY WEAPON: LASER
SECONDARY WEAPON: PROTON TORPEDOES
DEFENSE: SHIELDS

Police Cruiser

The fabulous Police Cruiser is very much like an N-1, except its weapons and shields are less powerful. It's used as a training vehicle for would-be N-1 pilots, as well as police duties.

SELECT CRAFT



HEAVY STAP

PRIMARY WEAPON: LASER
SECONDARY WEAPON: MISSILES
DEFENSE: SHIELDS

Heavy STAP

The Heavy STAP is like a standard recon STAP, but heavily armoured. Boasting laser cannons and missiles, Heavy STAP is used to explore dangerous areas and hunt out pockets of resistance.

SELECT CRAFT



FLASH SPEEDER

PRIMARY WEAPON: LASER
SECONDARY WEAPON: MISSILES
DEFENSE: SHIELDS

Flash Speeder

Often found patrolling the streets of Naboo's capital. It only has a moderate amount of armour, but it makes up for this by being fast and agile. Comes armed with a laser cannon.

Fancy a change?

It pays to keep your eyes peeled 'cos there's the option to change vehicles mid mission.

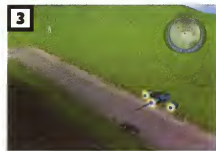
As you blast around Naboo, you'll see special hangers used by the Royal Security Forces to store their extra vehicles.



▲ The special hangers have white lights leading you towards the entrance. In you go!



▲ Once in you can select an available vehicle. In this case, we changed to a Police Cruiser.



▲ And off you go. Flying like a bird and ready to engage in a cat and mouse dogfight.

What it all means

If you want to progress from a novice pilot to a top gun, you need to know the meaning of the various symbols on the screen. Pens at the ready, now...

Secondary weapons

Unlike the standard lasers, the secondary weapons are limited. The number shown here indicates how many you have left.



Radar

This shows where you need to go. Keep it facing upwards to make your way to your next objective. When it disappears, you're over your next target. The green dots are your allies, blue ones are neutrals, and red are the baddies.

Damage gauge

This tells you how much of a pounding you've taken. Green means you're fine and dandy, yellow shows you've taken some damage and red tells you you're if shot away from oblivion.

Gun sight

This is what you need to be looking at when you're on the tail of a bad ass. Just line it up and start blasting!

Up against it!

So you've learned the basics and have flown around Naboo to get to grips with the controls. Time to meet the baddies!

The evil Trade Federation has many guises, so it pays to know your enemy. Take a look at these bad boys...



Battle Droids

These little blighters are the Trade Federation's main weapon. A couple of shots from your laser will soon shut them up.



AAT

The Trade Federation's principal assault vehicle. It has a powerful laser cannon for high speed ground attacks. Nasty!



Starfighter

Well armed and extremely agile, the droid controlled fighters are a real match for the N-1. These fighters pose a real threat.



Gunboat

Designed to conquer the dense swamps of Naboo. Its twin laser cannon and rotating turret make it a deadly vehicle.

All kinds of everything

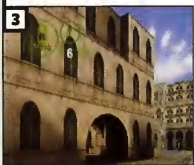
What makes *Battle for Naboo* stand out from the crowd is the variety and feeling of sheer excitement that hangs over every mission.

And, with superb graphics and well thought out missions, it's no surprise that you'll be on the edge of your seat. Fancy seeing what's on offer?

Escape from Theed

Battle for Naboo's not just about blasting everything that moves. Some levels will really test your strategy and skill. Just check out your missions in *Escape from Theed*!

All hell's broken loose in Naboo's capital city and, along with the remaining Royal Security Forces, you've got to escape to regroup and plot your counter attack strategy.



▲ You never quite know what lurks behind each corner, so keep your wits about you. For all you know an enemy Droid could be hiding in every doorway. Don't get twitchy!



▲ Captain Kael has ordered your group to retreat from Theed but, on your way out, Kael runs into trouble. So you had better save him first...

◀ Without his weapons, poor Kael is a sitting duck for the bad guys, so you've got to clear a route out of Theed for him.

▼ Just when you think you've outrun the Feds, you come to a huge courtyard crawling with bad asses. Better stand and fight. What a start to the game!

Protect the smuggler

While speeding over the wintry lakes, you get a call for help from an influential smuggler.

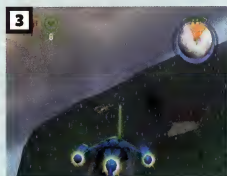
He's got a N-1 Starfighter that needs protecting from Droid Starfighters. Better help him out.



▲ The swamps of Naboo are an inhospitable place, and these innocent boat people need your help as enemy gunboats are picking them off, the rotters!



▲ Once that's taken care of you receive a call from a prominent smuggler whose Starfighter is under attack. Sounds like your kind of mission, doesn't it?



▲ And there begins some amazing dogfights. Just don't expect the Fed's fighters to be a pushover.

Destroy the satellite

Orbiting Naboo are a series of satellites that protect the Trade Federation force fields.

Yes, you guessed it! It's up to you to find the satellites and destroy them.



▲ These huge beasts are capable of withstanding loads of damage, so you'll have to run more than one sortie on each of them. Have it!



▲ This huge space station had a protective force field, but with the three support satellites down it's no longer working. Go and get it to finish your mission.

We think...

Top marks to THQ for having the courage to offer *Battle for Naboo* to UK Nintendo. This is the last, and from first impressions, the best *Star Wars* game for N64. A supercharged playing experience is heading your way.

THIS IS THE JOURNAL OF KIT SCOTTESQ,
ADVENTURER AND EXPLORER, AGED 10½.

We've set up camp at the foot of Mount Arianer, the least deadly of all the mountains. Loreth, is my guide. Apparently she was once a feared warrior and she's covered in scars and tattoos. Already she's taught me how to make an arrow and build a weather-proof, camouflaged shelter. She could teach my dad a thing or two. We've brought with us some sweets from the Rowntree. They look like bugs, and when I first saw them I swear they were really creeping towards my hand. Loreth just laughed at me and bit into one.

Uh oh, I thought.

Not sure how comfortable
I am in the company of a
woman who
eats insects for
pleasure.

But then I saw what they were. I picked one up and gave it a squeeze and all its guts wriggled around inside, so I bit its head off and they all oozed out. I filled my bag with them, pretending it was because we would need them for the journey, and that I was being really sensible. I think Loreth fell for it.

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NEW
BUGSTING
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FANTASY IMAGING



POKÉMON

SPECIAL

✓ First play of all new Poké games ✓ Secrets uncovered

Pokémon Stadium Gold & Silver



Game Info

By: **Nintendo**
Type: **Battle sim**
Release: **October**

Want to see the new Gold and Silver critters drizzled in delicious 3D sauce? Then lick those lips and feast your eyes on this...

▼ All you favourite critters appear in Pokémon Stadium Gold and Silver, from golden oldies like Weedle, to brand new monsters like Miltank. Coolio!



I choose you!

The original Pokémon Stadium rocked your world and turned monster battles into things of beauty on your mean machine.

Pokémon Stadium Gold and Silver promises to go one better by being fully compatible with all six Game Boy adventures, including Pokémon Crystal, and by being the loveliest looking thing to hit your N64 in ages! But the biggest thrill comes from seeing those brill new critters in glorious 3D. Like the Gold and Silver Game Boy games, all 250 Pokémon appear and the new monsters rub shoulders with all your old faves.

The new Stadium game also gives you a chance to command those rare Pokémon you haven't been able to catch on your GB carts and, of course, it's Transfer Pak compatible.

If you're really attached to your winning GB squad, then you won't want to miss the chance to see them battling on the big screen!

▼ Witness the full force of Unown's Hidden Power move. It's devastating!



▲ Squirtle's an old favourite and his famous Surf move has been revamped since the first Stadium game.



▲ The Legendary Dog, Suicune, looks even more beautiful on your N64 and now you get some lovely close up shots to study!



▲ Check out this fiery green burp. Maybe Charmander ate something a bit iffy. Better take cover!

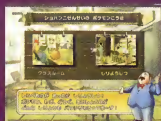
So much to do

Plenty of different challenges await eager young Trainers, like taking Pokémon lessons and playing mini games in the Park.

And there are some really cute little touches, too. Pika gets cross when you quit a mini game and Ditto transforms into a pointer arrow!



▲ Move the Magnemites to highlight the location you want and off you go.



▲ You can visit the school for a cramming session and test yourself with a Poké quiz.



▲ This area lets you split control of a battle between four NintendoDS.



▲ The battles are fierce, but the mini games are well cute. Find them in the Park.

▲ If you think Lugia looks ace when fighting in the arena, you should check him out in Pokémon The Movie 2000. He's the star of the show!

Jump right in

Pokémon Stadium Gold and Silver lets you jump straight into the action with the Battle Now option. These fights are great for teaching you the basics and give you a perfect quick hit.

Just like the original you have to assign three of your six fighters to the buttons on the N64 pad. Choose your Pokémon carefully and try to get a nice variety of different Types. So if your rival has a lot of Grass and Bug Pokémon, go for Ice and Fire Types if you have 'em.



▲ Use the A, B, and C Buttons on your N64 controller to choose the three Pokémon you want to call up in battle. Make sure you pick some good ones!



▲ Mareep is everybody's favourite electric sheep and his Swift attack never misses. Baaaah!

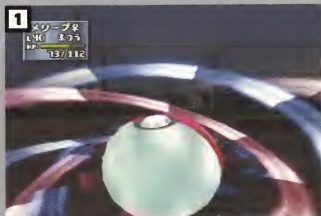


▲ Slugma's rock based attack fills the entire screen and can be pretty damn brutal against Fire, Ice and Bug Types.

Poké Ball perfection

The Poké Ball animations at the start are pure dynamite!

Magical lights swirl, fireworks crackle and a blinding flash ignites the stadium as the Pokémon inside is unleashed. Check it out...



▲ Beautiful blue and red swirls surround the Poké Ball as the Trainer casts it out.



▲ As the Pokémon bursts out, there's a brilliant flash you'll never tire of seeing.

You big baby!

There are loads of different Cup challenges, but one of the toughest to beat is the championship for pre evolved Pokémon.

These little babies can still be brutal, but tactics and strategy will win the day over mindless attacks every time.

You can upload your GB monsters to play with, or borrow them from the game itself. But we reckon your own lovingly cared for Pokémon will be much more useful than the Rentals.



▲ Piggy Pokémon Swinub unleashes a status attack that fills the screen with his blue ooze. How yukky.



▲ Pichu is the cutest of the new Pokémon. He's a pre evolved Pikachu, so expect big Thundershock thrills.



▲ This is one little Larvitar who doesn't enjoy a bath. A good drenching can result in a One Hit Wonder.



▲ The special effects are even more eye popping than they were in the first game. Check out Cyndaquil's fury!



▼ Rattata will bite anything when he attacks. But would you choose him to be on your squad?

Use your brain

If the fearsome battling action gets too much and you fancy a change of pace, try playing a mini game or two.

There are loads to choose from and you can play against the computer or your mates, or even a mixture of both.

You're given the option to practice first or dive straight into the fun. There are two main types of game, the all out action tests and those of the more brain busting variety. Get your thinking caps on for these puzzlers...



▲ Psyduck asks you questions and you have to press the right button to answer. Got a Japanese dictionary?



▲ Pichu's game is all about timing and reaction speed. Press the corresponding buttons to those on screen and you'll be a winner. It can get quite tough, though.

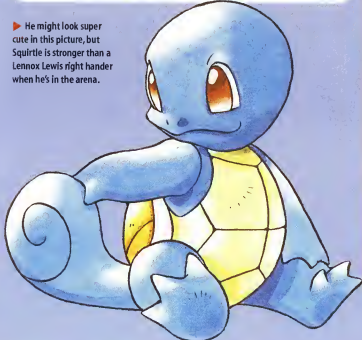


▲ Chansey's egg catching game is brill. Here you've got to use the shoulder buttons to bop left and right and catch the eggs whilst avoiding the Voltorbs.



▲ Make your little Vulpix run around in circles with the 3D Stick, then use O to be the first to grab the fruit that appears in the middle. Run for it!

► He might look super cute in this picture, but Squirtle is stronger than a Lennox Lewis right hander when he's in the arena.



The grown ups fight too

Each Cup offers eight Trainers to trounce and, as you'd expect, they get tougher and tougher. Choosing a good all round squad with a nice mixture of Types is the key to beating every single rival.

Once you've busted the challenge for pre evolved Pokémon, you can try your hand at fighting with the grown up monsters, too. Then there's a free for all Battle mode where critters of any level can fight. We don't recommend pitching your Lv 5 Wooper against a Lv 72 Feraligatr, though!



▲ Katu looks even more confused than usual! You can tell by the question marks above its head.



▲ If you go down to the woods today, you'll meet an Unsaring with fiery paws! What a fearsome fighter he looks.



▲ Togepi's evolved form, Togetic, is getting ready to fly its way to victory.



▲ Our Japanese may be rusty, but we're sure that's not a 'Milk Bottle' attack.

The action faction

The other type of mini game in Pokémon Stadium Gold and Silver is the action kind. These are brilliant fun when played with mates and can get really frantic and out of control!

There's always loads happening on screen to dazzle your eyes and keep you smiling. Check out this little lot...



▲ These Hitmontops love to spin on their heads and try to knock each other out of the arena. See if you can stay in.



▲ Run, Togepi, run! In this mini game, use the dash arrows and ramps to speed up and be first across the line.



▲ These furry dudes love to play a game of soccer. Try to knock as many balls as you can into your goal.



▲ The Delibird is an odd creature and likes to collect things in his sack. Check out the Pika N64 begging to be bagged!

Battle strategy

Game Boy Pokémon battles are well known for looking simple, but being as tough as old boots when you get into them. The hardcore fighting in Pokémon Stadium Gold and Silver follows the same pattern.

Choosing the right squad with a wide variety of monsters is the first step, but the real skill lies in selecting the best attack when actually in battle.

Each Pokémon will usually have four different attacks to choose from, featuring a mixture of offensive and defensive attacks, like status changes.

If you're new to the awesome world of battling Pokémon on your N64, you're going to need a little help before you set off on the long road to becoming the ultimate Pokémon champion. We're here to give it to you...



C Buttons

Each of your chosen fighters' attacks is assigned to one of these. The attack type is shown in the coloured panels.



D Pad

To get a handy info screen to pop up and tell you more about each attack, press the corresponding D Pad direction.



A and B Buttons

A calls up the attack options and B lets you recall wounded critters and send healthy ones out to fight.

Information super highway

The game features loads more information and stats screens than the first Stadium game, helping you to become a true Pokémon master.

There's so much to read in Pokémon Stadium Gold and Silver and so many ways to organise the information on offer, you'll feel like you've been studying hard!

All the info is useful to budding Trainers and battlers and, if you pay close attention, you're sure to trounce even the toughest cup challenges.



▲ You can look for specific information, like looking up Electric Types or evolution levels.



▲ Want to check Pokémon Type advantages? This special screen tells you what's what!



▲ There are loads of different Pokedex style screens. This one shows Murrow's little secrets.

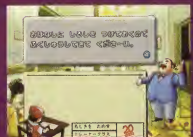
School's in

If you visit the school house you can take proper exams in the ways of Pokémon.

These come in three parts, starting with a revision session, then a written test, followed by a Pokémon fight with another pupil. You even get a report card at the end! Hidden features are said to be accessible by doing well at the tests, but the Japanese text left us bottom of the class every time!



▲ More stats and more info! You'll learn all about Pokémon before being tested.



▲ Press the right button to answer the multiple choice question. This one's easy. Not.



▲ The battles with other school kids take place in classroom arenas. Check out the blackboard!

Awesome attack animations

There's loads of new stuff to make **Pokémon Stadium Gold and Silver** a worthwhile purchase, even if you own the first game. The attack animations really are some of the prettiest things seen on N64.

Every single Pokémon has its own attack animations and battle dances. Some are scary and some are dead cute. You'll almost feel the powerful attacks as the explosions and special effects light up the screen.



▲ The status change attacks look scrummy in the game, even if they do leave you vulnerable to more damage.



▲ Moltres's fiery attack scorches the screen and turns the opposition to toast. Those flames look so realistic, don't they?



▲ Powerful Pokémon, like the Legendary Birds, have awesome attacks. Just witness Zapdos's Thunder move. Shocking!



▲ Smoochum is just lovely to look at, but it can still cause some major damage with its status attacks.

Frightening faints

The battle sequences in the game are wicked and the graphics are so good you'll feel really guilty for letting your Pokémon take too much damage and fall to the ground in a faint.

If all of your Pokémon drop to the floor, the game goes to your rival. But don't worry, 'cos losing does give you the opportunity to see the lovely faint animations. Each monster has their own unique way to bow out of battle. Try to see 'em all! Here's a quick taster...



▲ This poor little Wooper has been entered into too hard a battle and the cute critter has sadly bitten the dust. Quite literally, folks!

◀ Look at the surprise on this Gastly's face. His eyes are popping out as a Fire attack sends him off to the sidelines. Scorchio!



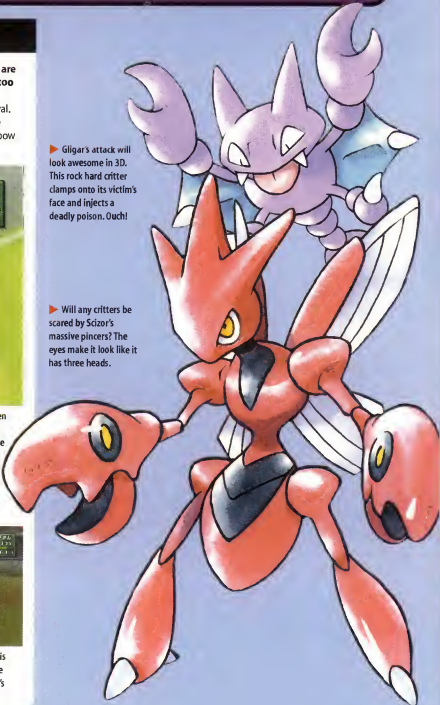
▲ Just like the creepy crawlies you find in real life, flip a Spinarak onto its back and it's pretty much game over. Oh dear. There's no way he'll ever get up now.



▲ There's a Hypno underneath this nasty Water attack but he won't be there much longer. The poor thing's definitely a gonner!

► Gligar's attack will look awesome in 3D. This rock hard critter clamps onto its victim's face and injects a deadly poison. Ouch!

► Will any critters be scared by Scizor's massive pincers? The eyes make it look like it has three heads.



Battle arena bonanza!

It's not just individual Pokémon that look different in the game. All the different battle arenas have their own style, too.

Will you fight on the grassy lawns of the Challenge Cup, or will you go all out in the covered dome of the free for all battles? The detail in the backgrounds has been cranked up and there's a crisp commentary too.



▲ It's a bit like Wembley 'cos it's wide open and grassy with energetic crowds.



▲ The stadium for pre evolved Pokémon fights is just as cute as the critters. Has Psyduck got a headache?



▲ This stadium's like a big bowl, similar to centre court at Wimbledon. Which critter will win game, set and match?

▼ Indoor fights are great fun. The fireworks flash and the sounds echo around.



▲ Is Psyduck worried? Maybe the poor little critter doesn't want to go into battle again. Bless him.

Tower of trainer terror!

Pokémon Stadium Gold and Silver gives you the chance to cane all those pesky Trainers once again in a massive fight in Trainer Tower.

You even get to face off against their various cronies who used to hang out in the Gyms in the Game Boy games!

Just like in the Game Boy adventures, you have to start off with Falkner at the base of the Tower and work your way up to the Elite Four right at the top. Luckily you can reform your Pokémon squad between battles to help you on your way. Let's take a look...



▲ Falkner's clearly unhappy about getting his Pokémon hurt, but you can't let up if you want to win.



▲ Not only do you have to fight the Gym Leaders, you also face some of their cronies. And they can be even tougher!

▼ Each of the Tower battles takes place in a themed arena, like this grassy one.



▲ They're cute and cuddly, but they're all fearsome fighters. Better not get them riled, eh, Pokémonians?

We think...

The second Stadium game has far more appeal than the first and the sheer amount of extras make it very exciting indeed. Even non Pokémonians are sure to love it!

It's Pikachu and You



Start your journey with Pikachu at your side and you'll never be alone - just like in the cartoon series! With the Special Pikachu Edition you'll discover great new strategies, a new battle mode and special rewards if you keep Pikachu happy!

Pokémon Crystal

Prepare to pee your pants, Pokémaniacs. There's another adventure heading your way that will change the way you play!

Game Info

By: **Nintendo**
Type: **RPG adventure**
Release: **October**

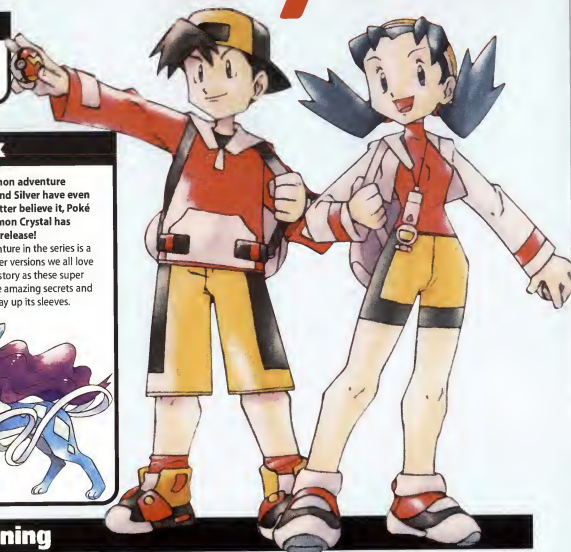
They're back

What's this? Another Pokémon adventure announced before Gold and Silver have even gone on sale in the UK? You'd better believe it, Poké nut, 'cos the revolutionary Pokémon Crystal has finally been given an official UK release!

The sixth proper Pokémon adventure in the series is a special edition of the Gold and Silver versions we all love so muc. While it may tell the same story as these super sequels, Pokémon Crystal has some amazing secrets and incredible new features hidden away up its sleeves.

You want new Trainers, new baddies and new mysteries? You got 'em. You want to trade your favourite Pokémon over a mobile phone? You got that, too!

► Suicune plays an important part in Crystal.



A new beginning

What better way to start a brand new Pokémon adventure than with a brand new intro sequence? And this scene setter is a lot more mysterious than the ones found in previous games.

The opening movie really gets you in the mood to start busting those Pokémon puzzles wide open and you're even treated to a bit of lovely multi layered scrolling. Is there nothing the Game Boy Color can't do?



▲ A bunch of spooky Unowns pop up at first, calling to each other with their Hidden Power moves. Pretty creepy, huh?



▲ Hey! It looks like something's moving through the long grass at breakneck speed. Whatever can it be?



▲ Cute little Pichu and his Wooper friend come to have a little peek to see if they can see what rushed by so fast.



▲ Ah! It's a super rare Suicune and nothing's gonna stand in his way. Wonder what, or who, he's running from?

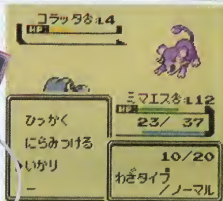
Mobile Mew, cellphone Celebi

The most jaw dropping addition to Pokémon Crystal is the way you can trade critters with friends via the Game Boy Mobile Adapter. Modern technology, eh?

This amazing little device plugs into your handheld's extension port and can then be connected to a mobile phone. This technical wizardry lets you trade and download Pokémon data, which is then saved onto your cart.

In theory, this means that rare critters like Mew and Celebi can be released by Nintendo and saved into your game. Just how they might do this is still a mystery, but we reckon players will have to win special competitions or attend events to get their sticky little paws on these two highly sought after Pokémon.

▶ The Mobile Adapter is a neat device set to revolutionise gaming.



▶ The big wigs at Nintendo have hinted that Pokémon will learn new moves at different levels as reward for trading over the phone. We can't wait!

◀ Try to sneak your way into this area in Gold and Silver and you'll not get very far, but in Pokémon Crystal it's where you connect to the phone network.

Into the wild Unown

The Unowns play a much bigger part in Pokémon Crystal, and it seems there will be more of their ancient mysteries to uncover.

They can be found in the Ruins of Alph, but their true purpose remains a mystery for now. We reckon solving their alphabet riddle will reveal new secrets and, get this! Hollywood gossips reckon the next Pokémon movie will explain all about these secretive critters in more depth!



Old meets new

Just as Yellow was a special edition of Red and Blue, Pokémon Crystal is a souped up version of Gold and Silver.

The maps have stayed the same, but this time they have been drawn in more detail. It's a Game Boy Color only title, and Johto and Kanto have been made to look even more beautiful!

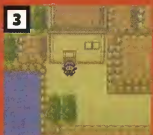
If you're still playing on an original or GB Pocket, you should seriously think about upgrading.



▲ Check out the Poké Mart! The graphics look solid and the colouring on the wee people is dead impressive.



▲ Pass from one area to the next and you get a natty little wooden sign pop up at the bottom of the screen.



▲ The houses and shops have had a lick of paint too, though the differences are less obvious than when indoors.

Who's that girl?

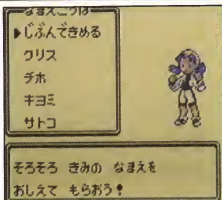
Another gobsmacking extra feature is the option to play as a girl Pokémon Trainer.

Before you set the clock in the game, Professor Elm will ask you if you want to play as a boy or girl. Nintendo is keeping quiet about an official Western name for this lovely lady, but she seems set to become the ultimate Trainer.

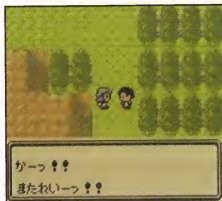
Don't be fooled by her cute bunsches, though. You can tell by her lab coat that this chick means business. The game even looks a little different depending on whether you choose to be a boy or girl.



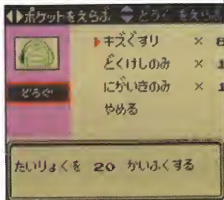
► We're not even sure of her name yet, but this lil' lady will take the Pokémon world by storm.



▲ Here she is, the mystery girl herself. She's beautifully drawn, even when shrunk down into the game!



▲ She's cute and her bunsches wobble as she crosses the huge worlds, but she still plays a mean game of Pokémon.



▲ Play as a girl and you get a slightly different looking Poké Gear and pack to stash with treats.



▲ And here she is in action! Look at how our lovely lady Poké Trainer faces up to a tough battle.

Suicune secrets

If you reckon catching the super speedy Suicune is tough going in Gold and Silver, you're in for an even meatier challenge in the awesome new Pokémon Crystal.

This water Pokémon is one of the Legendary Dogs and, like the Legendary Birds of the original games, there's only one per cart. Suicune in particular plays a much bigger part in Crystal and there's even a new baddie, Minaki, who is intent on hunting down this rare doggy.

► Suicune shares some mysterious bond with those creepy Unowns. All will be explained when the game's released!



▲ Minaki is the newest baddie to trouble your Pokémon quests. He's a mean rustler, but his motives are unclear.



▲ Suicune is cuter than your granny's labrador. Why should Minaki want to capture such a beautiful creature?

Game Boy glory

Pokémon Crystal is one of those rare games that makes use of virtually every Game Boy add on available.

To get the most from this ace title, you'll need to take full advantage of the Infra Red Link, a trusty Link Cable, a Game Boy Printer and the very sweet Mobile Adapter.

Nintendo promises it is making every effort to include the mobile network feature when the game is released in the UK. We have every faith that the Big N will do us proud and deliver!



▲ The Poké Centres are even more important in Crystal, 'cos in this game they give you access to all the extra functions. You can even do some awesome printouts from your Pokédex.

Let's get animated!

One of the biggest graphical differences you'll notice in Pokémon Crystal is the new and improved character animations. They're ace!

When your chosen Trainer disturbs a wild Pokémon, the screen will change as normal. But, before the battle begins, you're treated to a funny little animation. It's so cool!

There are more dancing monsters on the stats screens and every single critter in the game has its own battle dance.

We think that this new feature really adds a touch of magic to the adventure. Let's take a closer look...

1 158


413 ち

ミマイス

/ワニノコ

3 2 1

1 2 3

▲ When checking your guard's status, the Pokémon being studied will boogie at the top of the screen for you. It's brilliant!

2 158


413 ち

ミマイス

/ワニノコ

3 2 1

1 2 3

▲ Look at Totodile got! He's a really smooth mover, isn't he? You wouldn't think he'd be such a powerful fighter.

1


▲ You're now treated to a little dance before the fighting begins.

2


▲ These little dudes all try their best to look menacing. Ahh, bliss!

3


▲ The animations are simple, but they've got real sparkle. We love 'em!

We think...

It may be pretty much the same adventure as Gold and Silver, but there are so many new features you won't want to be without this clever addition to the Pokémon saga. Here's hoping the phone option makes it here intact, too!



WORLD WRESTLING FEDERATION THE MUSIC VOLUME 5



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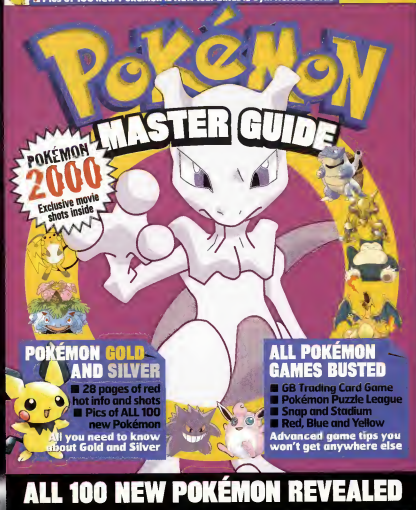
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- Solutions to every single UK Pokémon game
- Exclusive shots of the Pokémon 2000 movie
- The best new Pokémon toys and trading cards



THE AWESOME COLLECTION

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Beetle Racing



PRICE **£44.99** PLAYERS **1-4**



The lowdown

A seriously fun racer, with a whole bunch of Beetles racing on brilliant tracks. Add crazy power-ups and realistic handling and you're looking at a winner.

Why it rocks

It's the perfect combination of arcade racing and a realistic sim. Testing tracks, crafty shortcuts and well thought out power ups make this hugely enjoyable.

Multiplayer verdict

Only two players can race the circuits, but it's lightning fast. The four player Battle modes are more than a match for the likes of Mario Kart 64. If you're looking for a top quality racer, this is highly recommended.

GAME SCORE **91%**



Donald Duck Quack Attack

PRICE **£29.99** PLAYERS **1** GAME SCORE **90%**

The lowdown

Donald comes to life in a title that manages to catch all the magic of a Disney cartoon. You're against the clock, making it a high pressure platform pleasure.

Why it rocks

The ace control system means zero frustration and maximum fun as you romp through levels full of original design, offering both 3D and 2D gameplay.

Best bit

Finding Merlock and freeing Daisy is just rewards for this deceptively tough platformer. Merlock's no pushover and you'll have to work hard to beat him, but by that time you'll be having so much fun you won't mind!

EXPANSION PACK
MEMORY PACK
RUMBLE PACK



Donkey Kong 64

PRICE **£59.99** PLAYERS **1-4** GAME SCORE **96%**

The lowdown

Another slice of Rare magic as DK finally gets an N64 game worthy of his name. The evil King K. Rool is up to no good, and it's down to the Kong clan to stop him.

Why it rocks

This massive title is packed full of well thought out mini games. It's also one of the toughest platformers on the block, and it's got the original DK in it!

Best bit

The final battle with the evil King K. Rool is pure magic. It's a boxing match that'll have you right on the edge of your seat as you duck and dive your way to victory. Nothing can beat the joy of completing this huge game.

EXPANSION PACK
MEMORY PACK
RUMBLE PACK



Banjo Kazeo

PRICE **£29.99** PLAYERS **1** GAME SCORE **96%**

The lowdown

A breathtaking title that's as much an adventure game as it is a platformer. Control Banjo and Kazeo through beautiful worlds on a mission to find Banjo's sister.

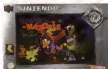
Why it rocks

Incredible controls keep you close to the action, and boy, is there action! Huge bosses, tricky puzzles and massive worlds make this a milestone in N64 gaming.

Best bit

The end boss battle with the evil Gruntilda is a fine example of Nintendo's amazing originality, with a quiz show determining whether you can fight or not. Very high pressure, and no, you can't phone a friend!

EXPANSION PACK
MEMORY PACK
RUMBLE PACK



Duke Nukem Zero Hour

PRICE **£49.99** PLAYERS **1-4** GAME SCORE **92%**

The lowdown

Mr Gung Ho returns in a high octane adventure. Duke travels through time to stop aliens taking over Earth, from Victorian to the Wild West.

Why it rocks

There are not many third person shooters on N64. Luckily, this is a class example of gun fun. It's got the weapons, the baddies, the attitude and the cool hero.

Best bit

Duke's got some cracking one liners that give you light relief from the tense action and are bound to make you chuckle. You'll love knocking off tough bosses and then saying, 'Come on. Bleed for me.' Classic!

EXPANSION PACK
MEMORY PACK
RUMBLE PACK



Diddy Kong Racing

PRICE **£39.99** PLAYERS **1-4** GAME SCORE **92%**

The lowdown

Unbelievably cute and supremely playable. The one player game is wicked fun, while the multiplayer mode is only just beaten by the fantastic Mario Kart 64.

Why it rocks

It rewrites the kart racing rulebook with the introduction of planes and hovercrafts. The one player mode is guaranteed to keep you racing 'til dawn.

Multiplayer verdict

Okay, so it may not be quite as good as Mario Kart 64, but it's still a big bundle of fun. Very fast racing with awesome controls, and the graphics look amazing even with four people on the screen at the same time.

EXPANSION PACK
MEMORY PACK
RUMBLE PACK



ECW Hardcore Revolution

PRICE **£39.99** PLAYERS **1-4** GAME SCORE **90%**

The lowdown

Hardcore wrestling from a league that's bloodier and more violent than WWE. Tons of options, from the long haul of Career mode to the cheap thrills of Exhibition.

Why it rocks

If you love wrestling, you'll go mental for the no holds barred nature of ECW. It pushes the limit with elements like barbed wire ropes and studded baseball bats.

Multiplayer verdict

This game really comes into its own when you start scrapping it out with your mates. The multiplayer controls feel ace, while the wrestlers move very convincingly. And it's pretty damn violent, too. Top stuff!

EXPANSION PACK
MEMORY PACK
RUMBLE PACK



CONTROL PADS

THE TESTED

Official N64 Controller

■ Nintendo
■ £19.99

It may be the most expensive controller on the market, but it's the best by a mile. The 3D Stick and buttons won't get stuck, making this the best money can buy.



6T4 Controller

■ Logic 3
■ £17.99

A very cool looking controller that plays almost as good as it looks. Exceptional 3D Stick and a design that fits perfectly into your hand. And it's easy on the eye, too.



Excitebike 64

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 93%

The lowdown

Arade style motorbike racer with the accent on fun and speed. There's a mix of indoor, stunt and cross country tracks, with tons of riders to choose from.

Why it rocks

The makers have spent ages ensuring the controls are second to none, while the tracks are all brilliantly designed. The Track Editor is the icing on the cake.

Multiplayer verdict

With hardly any slowdown, Excitebike 64 is an awesome four player mash up. You'll feel every bump and groove! It's great if you like to race a little dinky on trying to knock your opponents off their bikes is a laugh riot.

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓



F1 Racing Championship

■ PRICE £39.99 ■ PLAYERS 1-2 ■ GAME SCORE 90%

The lowdown

The follow up to Monaco GP and a great improvement it is too, with all the racers from the 1999 season. A great tuning option makes this the choice for F1 nuts.

Why it rocks

It's a fast game with very realistic handling, so don't expect an arcade style driving experience. There are plenty of options to keep you glued to the N64.

Multiplayer verdict

Unfortunately there are only two cars on the track in the two player mode, but it's very fast, with a choice of either a horizontal or vertical screen split. Bash up your motor and you'll be amazed by the realistic damage.

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓



F1 World Grand Prix II

■ PRICE £39.99 ■ PLAYERS 1-2 ■ GAME SCORE 90%

The lowdown

All the thrills and spills from the breakneck world of F1 racing. Every superstar from the starting grid is included, as are their cars and the tracks from F1 circuit.

Why it rocks

This game looks like the business, with spot on trackside detail and cars that not only look great, but handle like a dream. Challenges galore for the racing nut.

Multiplayer verdict

Although there's no four player mode, F1 World Grand Prix II more than makes up for this with a very nippy two player. The only downside to the multiplayer is that there are no other cars on the track, which is a shame.

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓



FIFA 99

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

It's amongst the best selling video game brands in the world, and this N64 version shows why. Packed with teams, from Italy's Serie A to international squads.

Why it rocks

FIFA 99 is dead easy to pick up and play and there's a superb arsenal of tricks at your disposal to keep you playing. Masses of cups and tournaments to play in.

Multiplayer verdict

The game is simply sensational once you start playing against your mates. You'll just love hammering your friends, it's one of life's pleasures! Up to four can play on one team, making FIFA a really classy kick about.

EXPANSION PAK	✗
MEMORY PAK	✓
RUMBLE PAK	✓



F-Zero X

■ PRICE £29.99 ■ PLAYERS 1-4



The lowdown

It's the 26th century and F1 racing is long gone. The number one thrill is found in caning zero gravity vessels around super fast tracks at a blinding speed.

Why it rocks

It's an amazingly fast racer, with up to 30 ships found blasting round the tracks. There are also some sneaky ways to smack your opponents off the track.

Multiplayer verdict

Any faster and it would have to carry a government health warning! Once you start playing this with your mates you just won't want to stop. Flying in your zero friction ship is great fun.

GAME SCORE 92%



Goldeneye 007

■ PRICE £29.99 ■ PLAYERS 1-4 ■ GAME SCORE 94%

The lowdown

To many it's the finest first person shooter of all time, offering as it does finely tuned single player missions and intense multiplayer thrills.

Why it rocks

The single player will have you believing that you are James Bond, armed with all the gadgets and weapons you'd expect from the world's coolest spy.

Multiplayer verdict

A complete classic from start to finish. Goldeneye 007 is untouchable in four player mode. Deathmatches are so much fun, with gameplay and graphics that'll have you hitting the replay button again and again.

EXPANSION PAK	✗
MEMORY PAK	✗
RUMBLE PAK	✓



ISS 98

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 93%

the lowdown

It may lack the names of any real footballers, but it has gameplay of unbelievable quality and super realistic graphics. Tons of different ways to play too.

Why it rocks

It's the game of choice in NOM Towers. No other footy title has gameplay as hot as this. Nothing beats a well placed through ball or perfectly timed tackle.

Multiplayer verdict

ISS 98 is easily the king of multiplayer footy fun with action that'll live in your memory longer than any game featured on Match of the Day. Every self respecting football fan should play this game. It's that good.

EXPANSION PAK	✗
MEMORY PAK	✓
RUMBLE PAK	✓



Manta Ray

■ Nu Gen

■ £19.99

Another funky looking controller that is almost as good as Nintendo's official joypad. It's also got an Auto Fire and Slow Motion button, perfect for sharp shooters.



Hyper Pad Plus

■ Blaze

■ £14.99

You can adjust the handles on this one, so it's great for all hand sizes. Lots of little extra touches like Turbo Fire and Slow Motion, but we've found that the buttons are a bit sticky.



G64 Controller

■ Gamester

■ £14.99

This fab looking controller comes in grey, black or clear, but unfortunately it doesn't play quite as good as it looks. But it's a reasonable controller for your cash.



Int'l Track & Field



PRICE £44.99 ■ PLAYERS 1-4



The lowdown

The ultimate multiplayer game featuring, surprise, surprise, track and field events! A mixture of button bashes like the 100m sprint and timing events like the vault.

Why it rocks

There are loads of different playing experiences so you won't ever get bored. And there's something very addictive about chasing a world record.

Multiplayer verdict

International Track & Field is the perfect way of settling old scores and starting new rivalries. With its combination of speed and timing events there's bound to be one you're better at than your mates.

GAME SCORE 94%



Jet Force Gemini

PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 93%

The lowdown

It's up to the JFG team to defeat Mizar and his ant army in a massive action adventure. It's got some red hot gun running set over a whopping 150 levels.

Why it rocks

The action never slack off, with some incredible worlds to explore and tough puzzles to solve. And there are three super cool characters to control.

Multiplayer verdict

Not quite as good as we had hoped for, seeing as it was made by the people who brought us Goldeneye 007. Despite this, it's still good fun, with a couple of quirky multiplayer modes thrown in for good measure.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Lylat Wars

PRICE £29.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

Fox McCloud and pals boldly go into space in this sequel to Starfox. Ace space blaster with top crafts, heavy duty weapons and tons of stuff to blow up.

Why it rocks

Fox's Arwing is as cool as ever, and with the crazy power ups, there's some classic blasting to be had. Some of the bosses have to be believed.

Multiplayer verdict

There are loads of fly routes to open. Not that many different options, but the Battle mode will leave a very broad smile on your face. The aim is simple. Blow your opponents out of the sky, before they do it to you. Cool!

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Mario Golf

PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

All your Nintendo faves pick up their clubs and produce the most playable golf sim ever. There's plenty of wacky ways to play, and some very neat touches.

Why it rocks

This game is full of secret courses and characters so you'll play it over again. Gameplay is easy to get into but mastering it takes ages, especially on the greens.

Multiplayer verdict

It may not be as hectic as the deathmatch of Goldeneye 007, or as exciting as ISS 98 footy fests, but this game has a gold plated multiplayer pedigree with masses of modes for you and your pals to sink your teeth into.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Mario Kart 64

PRICE £29.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

One of the N64's original titles and still mint. It's got Nintendo stars, genius track design and ace power ups. All vital ingredients for a top notch kart game.

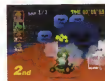
Why it rocks

It's all down to the stunning controls. The Grand Prix mode is a little easy if you remember the original on the NES but the Battle modes are super cool.

Multiplayer verdict

Still one of the best multiplayer games on N64. Mario Kart 64 is played every day in NQM Towers, proving the enduring appeal of this benchmark game. Choose from either Versus or Battle mode and let the good times roll.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Mario Party 2

PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 91%

The lowdown

It's the ultimate party game! The aim is simple, hook up with three mates and work your way round far out boards whilst taking part in some crazy mini games.

Why it rocks

It's the variety and originality of the mini games that keep people playing, as well as the brilliantly designed boards. Makes Monopoly seem like a wet Sunday afternoon.

Multiplayer verdict

Hours just melt away as you play through the five boards and 64 mini games, constantly trying to keep one step ahead of your mates. A great improvement on the first game and one that the whole family can enjoy.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Mario Tennis

PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

The lowdown

Is there nothing this plumber can't turn his hand to? As you'd expect, it's a slightly quirky tennis game, with some ace playing modes and brilliant gameplay.

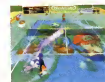
Why it rocks

It's the little touches like the tennis court suspended by chains that mark this game out as something different. Like all Mario games, it's pretty addictive.

Multiplayer verdict

Mario Tennis is wicked fun in two player mode and the four player option is simply a hoot. Although it may be dead easy to pick up and play, the game's got enough depth to make it perfect for playing with your mates.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



RUMBLE PAKS

Rumble Pak
■ Nintendo
■ £14.99

All the quality you would expect from the clever dogs at Nintendo. Its rumble effect is also the best to be found, with deep and lively vibrations. It's the best pak around by far and will make any game go with a bang! Explosive good fun.



Rechargeable Jolt Pak
■ Joytek
■ £14.99

You won't ever get annoyed because you've run out of batteries, cos this rumble pak is rechargeable. A very good rumble effect and a decent price make this a great choice.



Mickey's Speedway USA

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

The lowdown

The young pretender to the karting crown, starting a certain Mickey Mouse. A cartoon tour around the good of US of A chasing the nasty Weasels.

Why it rocks

Rare has done it again! Pure eye candy with killer gameplay. The one player starts off easy but you'll soon progress to some of the hardest courses ever seen.

Multiplayer verdict

The Battle mode is wicked fun with some cunning power ups and well designed arenas, while the four player race mode is easily as good as Diddy Kong Racing. Pick your favourite Disney character and you're away.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Mortal Kombat 4

■ PRICE £39.99 ■ PLAYERS 1-15 ■ GAME SCORE 90%

The lowdown

It's a real fight fest, something that's quite rare on the N64. Luckily this Mortal Kombat game is an excellent brawler, even if it does look a tad dated nowadays.

Why it rocks

Unlike many beat 'em ups, the one player quest is a tough challenge, even for the best gamers. Deadly weapons, fast and furious moves and tons of the red stuff.

Multiplayer verdict

This baby rocks! There may have been some real stinkers in the MK series but this edition has multiplayer class written all over it. It's very fluid and very violent, just what you want when you're beating your mates to a pulp.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



NFL Quarterback Club 99

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

The finest American footy game on N64 with more options than you can shake a stick at. We reckon the road to the Superbowl has never looked better.

Why it rocks

This game looks the bee's knees. Everything's so detailed and crisp, even down to the ace touchdown celebrations. If you love gridiron action, you'll die for this.

Multiplayer verdict

If you don't know diddy about American footy, you'll be forgiven if you get a little confused with this game. But if you're a fan, you're in for a multiplayer treat, with awesome plays and incredible looking graphics.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Operation Winback

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

Prepare for an explosive mission as super agent Jean Luc Cougar. You'll be against the clock to stop a villain using a terrible weapon. Part sneak, part blast, total fun.

Why it rocks

The missions are varied. Some require you to sneak about, while others involve firing off a lot of lead. The controls are tricky, but otherwise it's top class fun.

Multiplayer verdict

Operation Winback's not a Bond game by any means, but nevertheless it's good fun for a while. You'll probably find it a bit basic, with the dodgy controls and tricky camera angles really spoiling the fun. Shame.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Perfect Dark

■ PRICE £49.99 ■ PLAYERS 1-4



The lowdown

Rare's follow up to Goldeneye 007, starring Joanna Dark. Tough missions, bad ass weapons and gadgets that put Bond to shame, plus plenty of hidden extras.

Why it rocks

It looks better than Goldeneye 007, with a story that's just as compelling and missions that'll leave you speechless. This is one game that lives up to the hype.

Multiplayer verdict

Think Goldeneye 007 but better. It features some of the arenas seen in the Bond game and adds a whole load of new, exciting ones. And you can unlock more by playing single player missions. Stirring stuff.

GAME SCORE 97%



Pokémon Stadium

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

the lowdown

It's the game that lets you battle your hand reared GB critters in glorious 3D. Heaps of playing modes from cups to mini games. Looks very cool indeed.

Why it rocks

It's one thing seeing your beasts on a tiny Game Boy screen and another seeing them up close and personal. The attacks look absolutely out of this world!

Best bit

If Pokémon rules your world then this is an essential purchase. The Transfer Pak is a gaming revolution and another example of Nintendo Investing in quality, not quantity. And it's great battling your mates in 3D.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Premier Manager 64

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

the lowdown

Prove your worth as a football manager. It may seem a little dated, but the game's still totally addictive to anyone who thinks they could do the England job.

Why it rocks

Plotting your team's steady rise through the leagues is satisfying, and you'll be over the moon if you beat Man United. Add tactics and transfers and it's game on.

Best bit

Well, you're not buying it for the arcade thrill, and, with games that can literally go on for months on end, this is really only for the hardcore. It's a great way of passing time though, but only if you're winning.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



G64 Tremor & Memory Pak

■ Gamester

■ £14.99

It may be a bit on the pricey side but don't be fooled into thinking it's not good value for money. Why? 'Cos it's also got a built in memory card and it doesn't need batteries, making it a great all in one.



Shockwave

■ Dattel

■ £24.99

It's a very good quality rumble pak with a very deep and responsive rumble effect that really brings games to life. There's just one problem, just look at the price! You'll need a mortgage to get one of these. Go for Nintendo's instead.



Jolt Pack

■ Biaz

■ £6.99

An incredibly cheap rumble pak at only £6.99. It's okay, although the rumble can be a bit wacky. It also needs batteries to make it work so it's a bit more expensive than you might first think. A decent budget choice, though.



What we're playing

What's got our 3D Stick wiggling lately...

Mario Tennis

I'm a sucker for a man in red dungarees, especially one with a big moustache, so Mario Tennis is the game for me. It's just so damn playable. **TAMIN**



Pokémon Puzzle League

My IQ has risen loads since I started the Pokémon Puzzle League diet. It's healthy nutrition for your brain. Seriously, check it out. It's wicked! **MARK**



WWF No Mercy

I was a bit dubious about this title at first, but it's a corking game, even if you don't really like wrestling. The controls and options are totally spot on. **TIM**



Quake II

PRICE £44.99 ■ PLAYERS 1-2 ■ GAME SCORE 91%

The lowdown

A non stop frag fest featuring a cool line in deadly aliens and massive weapons. Tons of levels and some very jumpy moments put this right up with the best.

Why it rocks

Graphically this is a triumph, with all the tension you'd expect in a Quake game. Loads of mod weapons and enough options to make the game right for you.

Multiplayer verdict

Very fast and very smooth, which is just what you want from a first person shooter. There's a great variety to the multiplayer levels and, with weapons as insane as these, you know you and your mates are in for some fun.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Rayman 2

PRICE £44.99 ■ PLAYERS 1 ■ GAME SCORE 91%

The lowdown

Rescue Rayman's friends who have been kidnapped by some nasty space pirates. One of the best looking and most playable platformers for N64.

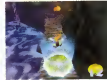
Why it rocks

It's not just a pretty face! There's some white hot gameplay with tricky puzzles, hard bosses and amazing secret levels to find. You'll be playing it for years!

Best bit

It's very hard to pick just one part of Rayman 2 that stands out, as there are so many magical moments to choose from. But we would say that finally facing Captain Razorbeard is a nervy but exciting moment.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Resident Evil 2

PRICE £44.99 ■ PLAYERS 1 ■ GAME SCORE 94%

The lowdown

You've got to destroy a mysterious virus, fight off hordes of hungry mutants and solve some tricky puzzles, all under intense pressure. Extremel!

Why it rocks

You never quite know what lurks behind each corner, making Resident Evil 2 a jump scarefest quite unlike anything else on N64. You're looking at a classic.

Best bit

For amazing graphics and sheer jump out of your seat thrills, this game just can't be beaten. The scariest part is when a flock of crows breaks through a window as you pass by. We jumped, and you'll jump too, guaranteed.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Ridge Racer 64

PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

The lowdown

The legendary Ridge Racer series finally touches down on N64, and it's a powerhouse of outrageous handling, mind bending courses and arcade driving mayhem.

Why it rocks

Not only does the game look amazing but it plays like a dream, with a choice of three power slide settings and some meaty cars to throw around.

Multiplayer verdict

Ridge Racer 64 is as fast as lightning in two player mode but things get a bit murky and slow when there's three or four of you playing. Trackside detail tends to suffer, too. It's a shame 'cos it could have been better.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



MEMORY PAKS

NOW TESTED

Nintendo Controller Pak 256k

■ Nintendo
■ £14.99

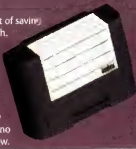
Not cheap but this memory card will never let you down, and they last for ages. Ours has been going for years making it a sure bet to store all your high scores.



8 Meg Memory

■ Blaze
■ £14.99

A massive amount of saving space for your cash. This is capable of holding all your high scores, save points and game info. Our extensive tests show it to be very reliable, too, with no lost data up to now.



Rocket Robot on Wheels

PRICE £39.99 ■ PLAYERS 1 ■ GAME SCORE 90%

The lowdown

A very different platformer starring a robot without arms or legs. Control Rocket on a last ditch effort to reopen Whoopie World, a huge amusement park.

Why it rocks

Like Rocket handles brilliantly and the levels are all designed with great imagination. Full of originality and wicked challenges. A first rate platformer.

Best bit

The game's packed with cool touches, but the last level, Mine Blowing, stands out. It's as tough a game. Completing it'll make you feel like a gaming god, especially when you reopen the park.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Rogue Squadron

PRICE £44.99 ■ PLAYERS 1 ■ GAME SCORE 90%

The lowdown

It's the Star Wars game everyone wanted to be, and it is! Control cool vehicles from X-Wings to A-Wings, in action packed missions.

Why it rocks

From the famous scrolling story at the start to the booming Star Wars music, this game is the real deal and as close to the films as a video game could get.

Best bit

As your spacecraft swoops down over Tatooine, you'll notice Luke Skywalker's house and Jabba's Palace, and from that moment on you'll know that this is going to be one wicked game. May the force be with you, Nintendo.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Shadow Man

PRICE £49.99 ■ PLAYERS 1 ■ GAME SCORE 93%

The lowdown

In this disturbing spookathon, you play Mike LeRo, aka Shadow Man, the only guy who can stop Jack the Ripper and Legion from destroying the world.

Why it rocks

It takes a while to get going but, once you're gripped, you'll find it a compelling playing experience. The plot twists and turns, giving you one fright after another.

Best bit

For sheer brown trouser scares the New York Mansion level is right up there, especially when you come across the Nail Gun Killer in the main room. A nice relaxing game you can play with your Mum and Dad it ain't!

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



South Park

PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

The filthiest, crudest and rudest kids on TV make it onto the N64 in this hilarious and very playful shock 'em up. Blast away at hordes of mutant turkeys.

Why it rocks

It's exactly like the cartoon series, with all the wit and off the wall attitude of the South Park crew. It's also a very big game, and a challenging one at that.

Multiplayer verdict

The multiplayer mode is absolutely first class, with loads of different playing options and some very sick game-play. Plus you can choose from nearly all the characters from the TV series. And that can't be bad, can it?

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Star Wars Racer

PRICE £49.99 ■ PLAYERS 1-2



The lowdown

They've made an entire game based on the awesome pod racing scene in The Phantom Menace. Super fast racers and loads of futuristic courses.

Why it rocks

Like Rogue Squadron, Episode One Racer really manages to capture the spirit of the Star Wars films, as well as delivering an adrenaline charged experience.

Multiplayer verdict

There's only a two player mode, but it's whippet quick. The space pods you choose from look ace, and the multiplayer courses are as good as the one player mode. Plays just like the Star Wars film.

GAME SCORE 90%



South Park Rally

PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

It's a kart racing game that doesn't have a set route or a chequered flag. Instead, you win by completing certain tasks before your opponents.

Why it rocks

It doesn't even try to be a Mario Kart 64 or Diddy Kong Racing clone. Looks very different, with all of South Park's distinctive humour and top graphics.

Multiplayer verdict

This game really comes into its own when you're playing with your mates. Carking fun with bad language and top multiplayer karting action. It's very fast and has blinding handling. We recommend you buy this.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Super Mario 64

PRICE £29.99 ■ PLAYERS 1 ■ GAME SCORE 92%

The lowdown

Super Mario 64 changed the way we thought about platformers when it first came out, and it still rocks even now. As ever, it's Mario against the wicked Bowser.

Why it rocks

It takes all the character and charm of earlier Mario games and injects them with some 3D platform fun. Amazing mini games, secret areas and puzzles.

Best bit

Turning on the machine and seeing Mario's world in 3D for the first time is an unforgettable feeling, especially when you're walking around Peach's castle. It looks so real you feel that you're actually inside the game.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Memory Card 1 meg

Logic 3

£5.99

Very cheap and surprisingly reliable. You can also get a 256k pak for an incredible £2.99, which is a total bargain in anyone's language. Works okay, too!



N64 Memory Cards 1 meg

Spectra Video

£12.99

There are cheaper memory cards out there, but this will definitely keep all your stuff safe! Can become unreliable if exposed to extreme weather conditions.



1 meg Memory Card

Joytech

£9.99

It's red and it saves your game data. It's a generally reliable memory card, and we think a tenner is a decent price for a meg's worth of data storage. A very wise choice for gamers in the know.



Super Smash Bros.

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

The Nintendo all stars forget their cutesy image for a moment and start bashing each other to a pulp. One of the most playable beat 'em ups ever seen on N64.

Why it rocks

Aside from fighting all your favourite characters, the speed of the game is electric. There are loads of wild fighting moves and ace interactive arenas.

Multiplayer verdict

Without a doubt, this is the best beat 'em up you can buy for N64 'cos you can choose from all your Nintendo faves! It's great to duke it out with Mario and beat up little Pikachu! Plays like a dream, with fast and fluid gameplay.

EXPANSION PAK	✗
MEMORY PAK	✗
RUMBLE PAK	✗



Tony Hawk's Skateboarding

■ PRICE £39.99 ■ PLAYERS 1-2 ■ GAME SCORE 90%

The lowdown

It's skateboarding and it's mental! Pull phat tricks on a variety of levels, from shopping centres to school yards. Tons of tricks to learn, tons of fun.

Why it rocks

Without spot on controls this game could have been dire, but luckily it plays like a dream with intuitive controls that keep you close to the action.

Multiplayer verdict

Tony Hawk's Skateboarding has some really original multiplayer options, like the ace Graffiti mode, where objects are sprayed with your colour if you do a trick on them. It's hard to find in the shops, so try second hand stores.

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓



Tarzan

■ PRICE £39.99 ■ PLAYERS 1 ■ GAME SCORE 90%

The lowdown

Fab Disney tie in that's an action packed side scrolling treat of a platformer. Play as young and agile Tarzan, as you save the jungle from Clayton the hunter.

Why it rocks

It's a fantastic looking game, and the side scrolling levels are a welcome change to the wide open spaces of 3D platformers. It's easy to control Tarzan, too.

Best bit

Being chased by the rampaging head of elephants is pure Disney and great fun, although keeping one step ahead of them is easier said than done. And when you get the hang of swinging from tree to tree it's just so cool.

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓



Turok Rage Wars

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 93%

The lowdown

It's a Turok game especially designed for multiplayer fraggling. Packed with amazing arenas, kick ass weapons and really gross looking baddies.

Why it rocks

The game is designed for playing with your mates so, unlike in some other first person shooters, Turok Rage Wars is smooth and slick in four player mode.

Multiplayer verdict

To die for! There are some brilliant ideas, like choosing a series of arenas, so as soon as one battle finishes you're transported to the next. Easy to control and packed with monsters that make you poo your pants. Nastly!

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓



1080° Snowboarding

■ PRICE £29.99 ■ PLAYERS 1-2



EXPANSION PAK	✗
MEMORY PAK	✗
RUMBLE PAK	✓

The lowdown

It's a snowboarding game, and a rockin' one at that. Combines jaw dropping graphics with ice cool gameplay. And with plenty of options, it's a quality title.

Why it rocks

The grinding soundtrack fits the action perfectly and, unlike other snowboarding games, you actually feel as if you're in full control of your board.

Multiplayer verdict

Okay, so there might not be a four player mode to thrash out with your mates, but there is a very fast two player. It's a great laugh and a great alternative to car or kart racing. Try it out if you fancy a challenge!

GAME SCORE 90%



Turok 2 Seeds of Evil

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 94%

The lowdown

Yet more dino chud'nin' mayhem, with some of the goriest and scariest fraggling to be found on N64. Some of the monsters you'll encounter are simply staggering.

Why it rocks

It's a huge game, make no mistake, and there's seldom a moments break from the monsters' attacks, leaving you twitching away like a mad man.

Multiplayer verdict

At the time of release, Turok 2 Seeds of Evil was considered amongst the best multiplayer games the N64 had to offer. Now it looks a wee bit dated, so you might prefer to go for Turok Rage Wars, Perfect Dark or Goldeneye 007.

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓



TWINE

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

The lowdown

Based on the Bond film of the same name, this is a first person shooter that plays and looks very much like Goldeneye 007, even though it's not made by Rare.

Why it rocks

TWINE is an amazing playing experience with gorgeous locations, superb animations and some of the best missions you'll ever see in a shoot 'em up.

Multiplayer verdict

Okay, so TWINE's not quite a Joanna Dark beater, but it's still able to hold its head up high. The downsides are that it doesn't have as many playing options, the visuals are a little basic and it can feel quite slow.

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓



STEERING WHEELS

NOW TESTED



Top Drive Plus

■ Logic 3 ■ £59.99

This wheel offers excellent handling, and it's got an awesome built in rumble effect. All the buttons are easy to reach and the whole thing feels very sturdy.



Formula Race Pro

■ Thrustmaster ■ £49.99

This wheel will fit on your lap and it won't fall off. The pedals feel particularly good while the handling is spot on. A good all round wheel.

WWF Attitude

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 91%

The lowdown

It's a jam packed grapple fest that perfectly captures the world of WWF wrestling. Tons of options, mountain of wrestlers and multiplayer fun guaranteed!

Why it rocks

Although WWF No Mercy may look better, WWF Attitude is still a very capable wrestling sim. Its Create a Wrestler mode is strong, as is the gameplay.

Multiplayer verdict

WWF Attitude is a red hot wrestling sim, with a mountain of different moves to use and wrestler animations that are smooth and fluid. Almost as good as WWF No Mercy. Pin, pummel and tie your opponent.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



WWF No Mercy

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 96%

The lowdown

It's WWF, so you just know it's full of superstars, all bearing an incredible likeness to the real thing. In fact, the game does its best to mirror the real deal.

Why it rocks

With even more characters to control, it's the best wrestling game by a long chalk. Great to look at and the different options add loads of instability.

Multiplayer verdict

Tons of new options will keep you and your pals going back for more. With the addition of Ladder Matches and the hilarious Guest Referee mode, WWF No Mercy really delivers the best multiplayer playing experience.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Zelda Majora's Mask

■ PRICE £49.99 ■ PLAYERS 1 ■ GAME SCORE 96%

The lowdown

More time travelling fun and games with Link, and again it's equal parts exploring, solving puzzles, meeting people and fighting. Learn new songs, too.

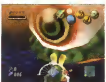
Why it rocks

Many thought this game would not be able to touch Ocarina of Time, but it silenced its critics with an adventure as engaging and compelling as before.

Best bit

Trying out the Deku Scrub Mask is a great moment, as is stopping the moon crashing down. With so many new Masks to try on and songs to learn it's hard to find just one best bit but, for us, beating Gyorg felt very good.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Zelda Ocarina of Time

■ PRICE £49.99 ■ PLAYERS 1 ■ GAME SCORE 97%

The lowdown

Link stars in an adventuring RPG, set in the mythical land of Hyrule. The aim of his quest is to defeat Ganondorf and save the lovely Princess Zelda.

Why it rocks

Ocarina of Time is considered by many to be the greatest video game ever and, with a story that sucks you in and combat so engaging, it's hard to disagree.

Best bit

Completing this mammoth adventure is a feat in itself, but for sheer spine tingling greatness it has to be the moment you time travel for the first time and see Link as an adult. It's just like a fairy tale that you control.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Who's who?

If you've ever wanted to know more about a Nintendo character, this is the place for you. This month, it's Princess Peach!



So, she's been around a bit then?

Hey! That's royalty you're talking about, cheeky! But, yes, since you asked, she's appeared in on incredible 17 Nintendo games. Peach made her debut in Super Mario Bros, while her latest role is in the smash hit cartoon sports sim, Mario Tennis.

Royalty you say. Where's her kingdom, then?

Princess Peach is the daughter of the Mushroom King, and she rules over the little fungus creatures. She was kidnapped by dirty old Bowser in Super Mario Bros way back in 1985, and Mario's been looking out for her ever since. In fact, poor old Peach must be feeling a bit victimised by now.

Tell us, is Princess Peach good at anything other than getting kidnapped?

In Super Mario RPG she had a very useful ability in her Group Hug move, whilst in the original Mario Kart she had the fastest acceleration of all the racers. So there!

Is it me, or has her hair changed colour?

She's been known to dye her hair, like many a woman. She started out as a red head, became a gorgeous brunette, but now seems happy being a bottle blond!



Shock 2

■ Guillemot ■ £39.99

A classy looking wheel, with very responsive handling. The pedals are okay, though not as good as the Formula Race Pro. But it's a great price.



V3 FX Racing Wheel

■ Interact ■ £59.99

It's a top wheel although it's not as widely available as we'd like. But if you do find it you'll be impressed with it's rumble effect and precise controls.



Race 64 Compact

■ Guillemot ■ £49.99

It's got Formula One style gear changing paddles, so you don't need pedals. It also clamps to a table so it's dead stable as you bomb round corners.

Leave it!

There's truly awesome and there's truly awful. Do yourself a favour and avoid these like a poo on the pavement...

A Bug's Life

It's so bad because...
It's so incredibly easy even a blind dog without legs could complete it in a day. The backgrounds are blander than top water soup and the sound is far from 'sound'. Urghh!



▲ With graphics as bad as this you know you're looking at a real stinker.

MK Trilogy

It's so bad because...
Mortal Kombat has had more sequels than Rocky, and this is a definite lowpoint. The graphics would have looked dated in Jesus' time and its gameplay simply screams 'turn me off!'



▲ To play this game is to understand the phrase, 'mutton dressed as lamb'.

Worth a look...

These games all came pretty darn close to getting an Awesome award, and they may be right up your street...



Chef's Luv Shack 87%
PRICE £39.99
It's a South Park quiz show. Great if you're a fan of the TV series.



Command & Conquer 86%
PRICE £44.99
Strategy war game that's great fun, but shame there's no multiplayer.



Duck Dodgers 86%
PRICE £39.99
A fun platformer starring the Looney Tunes favourite. Surprisingly tough.



ISS 2000 87%
PRICE £39.99
The latest ISS game. Worth getting if you haven't got any of the others.



Micro Machines 84 87%
PRICE £39.99
Race around in tiny little cars. Duff handling, but great multiplayer.



Mystical Ninja 88%
PRICE £49.99
3D adventure starring Goemon, and featuring lots of ace mini games.



NBA Jam 99 89%
PRICE £44.99
A solid basketball sim that looks cool and plays very well.



Pokémon Snap 87%
PRICE £44.99
Travel around Pokémon Island snapping wild critters. Addictive fun.



Roadsters 88%
PRICE £39.99
A very slick racer that's got some awesome cars and loads of speed.



Supercross 2000 85%
PRICE £44.99
It looks great, but the handling takes a bit of getting used to.



Vigilante 8 2nd Offence 88%
PRICE £39.99
A driving game with massive weapons. A bit crap in multiplayer.



Wetrrix 88%
PRICE £39.99
A very original puzzler where you have to make lakes. Great gameplay.



Wipeout 64 87%
PRICE £44.99
Very playable N64 version of the futuristic racer. Looks ace.



World Driver 87%
PRICE £39.99
A bit of a looker, but the handling isn't very forgiving. Stick with it.



Xena Warrior Princess 89%
PRICE £39.99
A very decent beat 'em up based on the TV series. Extremely playable.



Yoshi's Story 88%
PRICE £39.99
Super cute looking game where you're after Baby Bowser.

Sales chart

Top 10

- 1 Lego Racers
- 2 Carnageodon
- 3 WWF No Mercy
- 4 Chef's Luv Shack
- 5 Mario Tennis
- 6 Top Gear Overdrive
- 7 EDW Wrestling
- 8 Pokémon Snap
- 9 Operation Winback
- 10 Donald Duck



▲ It's a quality racer that's a firm favourite with younger gamers and, judging by its number one spot, it's going down a storm with the Nintendo nation. Expect another Lego Racer for Gamecube.



▲ Well, it's not our cup of tea, but you lot sure seem to like it.



▲ It's without a doubt a wrestling masterpiece.



▲ If you love South Park, you'll go mental for this.



▲ Do we love this in the office? Too bloomin' right!

Return of the living dead

SOUL REAVER 2



IN THIS MONTH'S ISSUE OF
THE

player
PLAYSTATION 24-7

FREE
FINAL FANTASY 9
GUIDE
132 PAGE
BOOK

ALSO All the latest games previewed, reviewed and tipped

NINTENDO 64 Official tips



The Masters

- ✓ We solve all gaming problems. With us on your side you won't need anyone else
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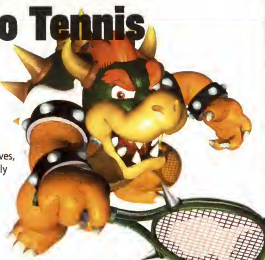
Mario Tennis

Ace returns

In real tennis you need more than just a powerful serve to win.

If you can't return your opponent's serves, you'll almost certainly be the loser.

Should your rival be a powerhouse behind the ball, you need new tactics to win the point...



▲ The larger players, like big and beefy Bowser, serve hard and fast. You need to be able to control this power to get the ball back over the net. Press **O** to use its pace and smash home a winner.



▲ But if you want to actually win a point from your opponent's serve, try smashing it back low and away from them with **O**. Be warned, though. This tactic often makes the ball hit the net, so use with caution.



▲ Certain characters, such as Boo, use swerving serves to fool you into running in the wrong direction. Hold your ground until you are certain where the ball is going to land, then bash it back.



▲ When your opponent is serving, stay on the service line rather than running to the net. Although you may hit the ball earlier at the net, your opponent can easily smash it back out of your reach.

Donkey Kong 64

Beat your mates

The game may be huge, but you should have finished the Kong platformer by now. But what can you do with it once it's done 'n' dusted? Get your mates round for some multiplayer fun, of course!

Here are some top tips for whipping their butts and staying the true king of the Kongs in the Battle Arena.



▲ If you're playing Capture mode and your opponent has a DK Coin, wait until the time has nearly run out and dobber them. Now grab the Coin and avoid them for the remaining seconds. Ha ha! The Coin is yours.

► Got any friends who have never played the game before? Now's the time to invite them over! They'll try to hit you by thumping **O**, but if they do they'll keep falling off the edge. See ya!



WWF No Mercy

More cool characters to unlock

This game is absolutely chock full of secret wrestlers for you to find.

This month we concentrate on the characters you can unlock by playing the ultra tough Survival mode. You'll have to be an expert to master this one!

Jerry Lawler



Shane McMahon



▲ Jerry Lawler is the first secret character to pop up in the ultra tough Survival mode. When he does, all you have to do is just bash him out of the ring and he will become available for you to select.

► Shane McMahon is a part of the evil wrestling dynasty that is the McMahon family. When he runs in, punch him back out to make him a selectable character.

Mae Young



▲ Mae Young is the oldest lady of wrestling and still has some devastating moves. Eliminate her in Survival mode and she'll appear as a selectable character.

Ken Shamrock



▲ Ken Shamrock is also known for real fighting in the Ultimate Fighting Championship. He's yours to fight with if you knock him out in Survival mode.

Cactus Jack



▲ Cactus Jack is just one of Mick Foley's many personalities. Unlock him in Survival mode and you can make him fight himself. How weird is that, WWF fight fans?

Shawn Michaels



▲ Shawn Michaels is a must have wrestler who can be unlocked in various different ways. By far the easiest of these is by eliminating him in the Survival mode.

TWINE

FIRST EVER TIPS!

Bond's such a square. I bet you'd never catch him cheating! But luckily you're in control, not him. So go on, be sneaky.

This Bond spectacular has loads of secrets to unlock. But unfortunately for us, there are no easy ways to get them.

Like in the awesome Perfect Dark, you have to complete levels within a certain time limit to unlock the game's extras. Here are a few of the awesome secrets we have uncovered so far...



▲ To get your own version of the game, you need to complete the level 'The Dark Side' within a time limit of 3:30. If you fail, you'll get a different version of the game.

▲ The game has a secret level called 'The Dark Side'. To unlock it, you need to complete the level 'The Dark Side' within a time limit of 3:30. If you fail, you'll get a different version of the game.



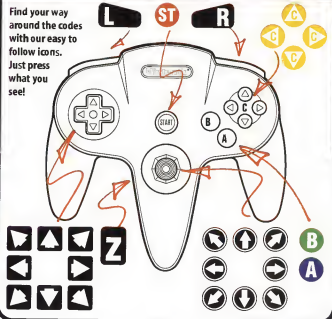
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Controller Icons

Find your way around the codes with our easy to follow icons. Just press what you see!



Official Nintendo Top 5 Tips

These five awesome titles are this month's best selling games, and we've got some wicked cheats for them, too!

So, if you're looking for the best tips for the very best games around at the moment, look no further. This is your one stop shop for all your cheating needs. Check out our top five...

Legend of Zelda Majora's Mask



Slow down time

Use your Ocarina to play the Song of Time backwards by pressing **Y**, **A**, **B**, **X**, **Z**. This is vital if you've got a long dungeon coming up.



Speed up time

If you want to skip forward in time, you need to play **Y**, **A**, **B**, **X**, **Z** on your Ocarina. This will come in dead handy later on in the game.

Pokémon Snap



Two Pichachus

To get two Pichachus on the Beach level, throw Poké Apples into the grassy area on your left to flush out a Scyther. This will make two Pichachus emerge for a great snapping opportunity.



Articuno Pika

Save Pika from the Zubat, then play the Flute to release Articuno. Turn around to see Pichachu riding on it's back.

Poké Stadium



Lon Lon Milk

Grab any bottle and then find yourself a cow. If you play Epona's Song to it the cow will fill your bottle with healthy Lon Lon Milk. Handy, and tasty too!



Talking Pikachu

To make the yellow peril talk, use a hand reared Pichachu from Pokémon Yellow in your team. Then your little buddy will become a real chatterbox.



Donkey Kong 64

Enter portals without Bananas. Choose Chunky or Lanky. Use Lanky's **B** attack and his long arms will often pull him in. Or use Chunky's Primate Punch near the door. No need for Bananas!

Wrestlemania 2000

Get the hidden wrestlers

There are loads of you who haven't got hold of WWF No Mercy yet, so we thought you guys would love some WWF Wrestlemania 2000 cheats!

Here are some secret wrestlers for you to unlock. These tips should tide you over until you get the new game. Enjoy!



▲ For Stephanie McMahon, play the Road To Wrestlemania option with Test until Stephanie accompanies him to the ring. She's all yours now!



▲ To get hold of the Undertaker's manager, Paul Bearer, all you have to do is play through Road to Wrestlemania with the Undertaker until Paul follows him into the ring. Easy peasy!

Resident Evil 2

Kick ass weapons

Resident Evil 2 has to be one of the hardest games you can buy for your N64. And it's pretty darn spooky, too!

If you think you're already the master, have we got a challenge for you! Try unlocking these super cool weapons next time you play.



▲ To get a Gatling Gun, complete the second scenario for either character in under two and a half hours with an A ranking. The next time you play, the gun will appear after you've opened the first chest.



▲ Beat either character's second scenario with a B ranking, or better. Do it in under three hours to get a Machine Gun with infinite ammo. This appears in the next game after the first chest.

Pokémon Snap

Earn mega points

If you want to enter the magnificent Challenge mode in Pokémon Snap, you'll need to earn shed loads of points for your pics. The only way to do this is to take loads of Special shots. Here's how...



▲ To get 500 points at the end of the Beach level, find the Meowth who's using a Gust move on a nest of Pidgeys. But you've got to be focusing on one of the Pidgeys to get the Special shot.



▲ To earn 600 points at the start of the Tunnel course, snap away at the Porygon to your right. He'll jump on a rolling Electrode. Take a picture before the Electrode explodes. What a pic!



▲ After you see Moltres' egg in the Volcano level you will find two Magmars. Throw some Food between them and they will fight over it. Take a photo and you'll earn 800 points.

► In the Cave, hit the Koffing who is chasing a Jigglypuff with an item. The little 'puff you saved will be on stage at the Goal Gate, singing his heart out! Snap this for 500 points.



◀ If you manage to save all three Jigglypuffs from the Koffing on the Cave course, they will all be singing on stage at the end for a shot worth a whopping 1200 points. What a beautiful sight, eh, Pokémaniacs?



▲ In the Valley level after the first set of rapids, you will see some Gravelers on the cliff. Play your Flute to make them dance and earn 500 points.

CHEATS UNLIMITED

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TYPE IN & WALKTHROUGHS

- | | | |
|------------------------------|-------------------------------|----------------------------|
| Zelda | Roadsters | Roady 2 Rumble Boring |
| Zelda: Majora's Mask | Banjo Toad | WCW vs NWO World Tour |
| WWF No Mercy | Aero Gauge | Wipeout 64 |
| Golden Eye | All Star Baseball 2000 | Hot Wheels Turbo Racing |
| The World Is Not Enough | Chopper Attack | Plying Dragon |
| Pokémon Snap | ECW Hardcore Revolution | World Driver Championship |
| Perfect Dark | Micro Machines | Top Gear Overdrive |
| Pokémon Stadium | Pilot Wings | Gex |
| WWF WrestleMania 2000 | Snowboard Kids | Star Fox/Lylat Wars |
| Majora's Mask | Hybrid Heaven | Cruish USA |
| Mission Impossible | Toy Story 2 | Tarzan |
| Jet Force Gemini | Overline OJ Time: Zelda | Duel Heroes |
| Diddy Kong Racing | Space Station: Silicon Valley | J-League 11 Beat 97 |
| Donkey Kong 64 | Int. Truck & Field 2000 | Clayfighter 64 |
| WWF No Mercy | Resident Evil 2 | Chameleon Twist |
| Banjo Kazooie | Mario Golf | Critik's World |
| Super Smash Brothers | Mortal Kombat Trilogy | Gauntlet Legends |
| Carnageddon | South Park Rally | Golden Nugget 64 |
| Star Wars: Rogue Squadron | Blat Corps | Magnolia Tetris Challenge |
| 1080 Snowboarding | Yakhy's Story | Bakugo Kids |
| Duke Nukem 64 | Zero Hour (Duke Nukem) | Fighting Force 2 |
| Bomberman 64 | Tonic Trouble | Battle Tons Global Assault |
| Mario 64 | Beetle Adventure Racing | Monster Truck Madness 64 |
| Mario Kart | Miscellaneous Masters | Mystical Ninja 2 |
| Turk: Shadow of Oblivion | Winback: Covert Operations | Blo Freaks |
| Body Harvest | ISS 98 | Paper Boy |
| Turok 2 | Mortal Kombat 4 | GT 64 Championship Edition |
| V-Rally 99 Edition | Mace: The Dark Ages | James Warrier Princess |
| Command & Conquer 64 | FIFA 98 | Bomberman Hero |
| Turk: Dinosaur Hunter | FIFA 94 | SCARS 4 |
| WCW vs NWO Revenge | Rayman 2 | Battle Tanks |
| Super Mario | Bus! A Move 2 | Twisted Edge Snowboarding |
| Castlevania | Supercross 2000 | Bus! A Move 99 |
| WWF War Zone | Buck Bumble | |
| Shadows of the Empire | Aero Fighters Assault | |
| Army Man Sarge's Heroes | Knockout Kings 2000 | |
| Shadavman | Doom 64 | |
| F1 World Grand Prix | Parasol | |
| South Park | Chameleon Twist 2 | |
| Lego Racers | Cyber Tiger | |
| Duke Nukem: Zero Hour | Lode Runner 3D | |
| Earthworm Jim 3D | Revol | |
| World Cup 98 | Rush 2 Extreme Racing USA | |
| F-Zero X | Ridge Racer 64 | |
| Star Wars: Racer | WCW Nitro | |
| Lylat Wars | Extreme G | |
| Turok: Rage Wars | Nuclear Strike 64 | |
| Darkstone | Destruction Derby 64 | |
| Tony Hawk's | A Bug's Life | |
| Premier Manager 64 | Super Robot Spirits | |
| Rainbow 6 | Air Border 64 | |
| Vigilante 8 - 2nd Offense | Virtual Pool 64 | |
| Operation Winback | Fighter's Destiny | |
| F1 Pole Position | WCW Mayhem | |
| Armormen | Rugrats: Scavenger Hunt | |
| Mario Party | Glover | |
| Mario Party 2 | Wave Race | |
| FIFA 99 | XG2 | |
| International Super Soccer | Jeopardy | |
| Castlevania: Leg of Darkness | Star Soldier | |
| Killer Instinct Gold | Extreme G 2 | |
| Mario Tennis | Uggy's Backin Ballz | |
| WWF Attitude | San Francisco Rush | |
| Vigilante 8 | Superman | |

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Your Tips



I love to spend all my time finding out sneaky new tactics. And by the looks of it, so do you, my crazy cheating pals!

Write in

Send in your tips and you could win this Mako Pad. It's completely transparent.



INTERACT

Send in your tips and you could win a fab 'n' groovy prize. Or if you're stuck on a game, write in. The mysterious Masters are here to solve all your gaming problems.

WWF No Mercy

WARIO'S WINNER
James Duggen,
Bournemouth

Hidden fighters

Good old James Duggen of Bournemouth has discovered yet another hidden character in WWF No Mercy. This time, it's the Goodfather. And the good news is that it's really easy to find him!

Goodfather

► To unlock this groovy wrestler, just highlight the Godfather on the Character Select screen and press **○** as if you were changing costumes. Hey presto, the Goodfather is revealed. Now they can square up to fight each other!

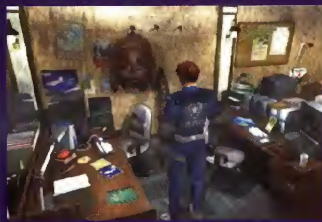


Resident Evil 2

WARIO'S WINNER
Brian Steadwell,
York

Evil goings on

We know that there are some hardcore Resident Evil 2 fans out there. Boy, are you lot going to go into a frenzy over this! Ace NOM reader Brian Steadwell has discovered the following oddity. How strange! Thanks for letting us know about it, Brian.



▲ Check the desk on the left in the S.T.A.R.S. office, which is on the second floor of the police building. Check the same spot on the desk by the team photo at least 50 times and a picture of Rebecca from the S.T.A.R.S. team will appear. Weird!

The World Is Not Enough

Sneaky killing

Our Ali has found an easy way to get some Body Armour on the super tough Fallen Angel level.

And he's told us a stress free way of getting rid of some of the baddies on this stage. Thanks, Ali, you'll get a super duper prize for your trouble.

WARIO'S WINNER
Ali King,
London

Body Armour

1

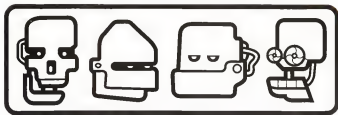


▲ On the Fallen Angel level there is some handy Body Armour at the end of a corridor. However, it is heavily guarded. To get the Armour before getting shot, go to the balcony that overlooks the harbour and make your way from the track onto the roof.

2



▲ At the far end of this roof is an opening. Fall down to collect the Body Armour. Another plus is that you'll also land behind the guards, giving you a chance to dispose of them before they even have a clue that you're there. Ha ha!



The Masters

Hiding in the shadows at NOM Towers are the Masters, four strange beings who can help in your hour of need.

Legend of Zelda

Ocarina of Time
I am at the end of the Water Temple level where I'm fighting Dark Link. I've heard that you need to get the Megaton Hammer to beat him, but I'm not having any joy with it. Can you give me some advice, oh wise ones?

Lucy Maggs, Aberdeen

■ You actually need the Biggoron Sword, but to get it you'll have to take part in adult Link's trading sequence. We'll start you off. Get egg from chicken girl in Kakariko Village. When it hatches, wake up Malon. Get blue chicken from girl, take it to Lost Woods. Wake up man, get Odd Mushroom. Take it to old hag behind Potion Shop. The rest is up to you!

Legend of Zelda

Majora's Mask
I need to be able to carry more money. Unfortunately my wallet only allows me to have 200 Rupees at one time and that's just not enough. Are there any cheats that let Link carry more cash?

Andrew Catford, London

■ There are no cheats in this game, but you can upgrade to a Giant Wallet. What you need to do is kill 30 Gold Skulltulas in the second dungeon in the Great Bay area. Do this in one day and you will be able to carry up to 500 Rupees. This means you won't miss out on expensive and essential items later in the game. Make sure you have over 500 in the bank before you try and get one.

Pokémon Stadium

Arrggghh! I'm tearing my hair out 'cos I can't beat Lance the Dragon Trainer in Pokémon Stadium. Every time I battle him he beats me really easily. Should I use Pokémon from my Game Boy cartridge? Or should I use the game's Rental Pokémon? Some of them seem really hard, but when I use them I always seem to get beaten. Please help me, Masters.

Jan Zalenksky, Exeter

■ Oh dear, Jan. You sound like you're in a right old pickle! Put simply, hand trained critters taken from your Game Boy cartridge will usually provide you with a much stronger squad.

Unfortunately, the Rental critters can be rather weak. We suggest that if you have any high level Mewtwo you should use them, as they are able to beat the Elite Four without having to switch team members. But if you don't have any of these, try selecting Pokémon who battle with Ice, Electric and Fighting moves. If you really need to use Rentals' cos your own Game Boy monsters are too weak, then we would suggest Jolteon, Primeape and Articuno as your best bet. Hope you're able to beat Lance now! He's pretty damn tough.

TWINE

I have recently bought the new Bond shoot 'em up and I reckon it's better than Goldeneye 007. But I'm stuck on Masquerade, where you talk to the guy in the lift. There are just five seconds to escape before a bomb goes off and I have no idea where to go or what to do.

Angela Bennet, Sudbury

■ If you've watched the film you will know exactly what to do! Head back down the tunnel you used to enter and jump up to the yellow and black striped beam. You will then get a cut scene showing your escape. Easy when you know how!



▲ There's the beam. Use it to escape!

Write in!

Hands up who wants to win some top Nintendo gear?

It's easy! Just drop us a line with your top tip, quessie answer or a new way to play, and you could be the proud owner of an awesome N64 prize. Write to us at...
Your Tips, NOM, Angel House, 338-346 Goswell Road, London EC1V 7QP.

New Wayz To Play!

You won't find these ways to play in any instruction manuals! They're new games thought up by your fellow NOM readers!

WWF No Mercy, Chase



▲ Get a mate and start a five minute Ladder Match. One player places the Ladder in the middle of the ring. Each take up a position in a corner.



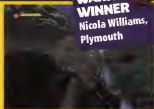
▲ The aim of the game is to grab the Ladder, but whoever has it can't use it as a weapon. Whoever has the Ladder when the time runs out is the winner.

WARIO'S WINNER
Danny Reok, Swindon

TWINE, Fist fighting



▲ Start Midnight Departure level on 00 Agent setting. Put away your weapons, you are only allowed to use your fists. Don't blow up the radios.



▲ You and a friend should take it in turns to play the level using only your fists as weapons. Whoever can last the longest is the winner.

WARIO'S WINNER
Nicola Williams, Plymouth



▲ Rental Pokémon are no match for your hand trained critters. With them in your team you'll be unstoppable.

Can You Help?

Don't know which way to turn? Let the Nintendo nation answer your question. The best answer wins a fab and groovy prize.



▲ Pokémon Snap

I'm having trouble getting the score I need to finish Rainbow Cloud in Challenge mode.

Georgie Dyer, Essex

■ Well, it's up to you now, Nintendo nuts. Who is good enough at Pokémon to get poor old Georgie through the final stage of Pokémon Snap and win themselves a prize in the process? Mark your letters 'Can You Help'.



▲ Resident Evil 2

I can't find Hunks mini game anywhere. Please help me 'cos I love this gory game.

Guy Grinner, Stoke Newington

■ Come on, all you clever gamers! We've not had the right answer for this question yet. It makes us feel sad that poor Guy has to wait yet again for an answer from you lot. Get your act together and mail it to the usual address.

Your Scores

Think you're the best at an N64 game? Prove it and you could win yourself an ace prize. That can't be bad!

This month's tough challenges

1 Speedway USA

Grand Canyon, fastest lap time

Come on, Mickey fans! Send us in a pic of the results screen.



▲ You'll need to be really fast.

Find the shortcut to shave seconds off your time. Better get looking, mice maniacs.

2 WWF No Mercy

Ladder Match versus The Rock, fastest time

You can choose any character, but be the fastest up the Ladder.



▲ Climb your way to victory.

Put the Rock in the Tree of Woe and you should have long enough to scramble up the Ladder.

3 Puzzle League

Time Challenge, 2D, first level, Hard setting

Send in your fastest time to be in with a chance, Pokémonians.



▲ Keep making those chains.

Keep making chains of at least four or more blocks if you want to be top of our league.

4 Perfect Dark

dataDyne Investigation, 30 kills, fastest time

Get out the big guns 'cos it's time to blast some bad guys.



▲ Time to perform, super agents.

You've got to run around and dispose of anything that twitches in your direction.

The results in full

Legend of Zelda Ocarina of Time

Fastest time racing Dampé

With Majora's Mask riding high in the charts, here's a look at an older league.

1. Harry Kilburn, London	0:32 seconds
2. Jonathan Killick, Oadby	0:33 seconds
3. John Praxter, Dilworth	0:34 seconds
4. Morten Tronstad, Norway	0:44 seconds
5. Lorne Henson, Woking	0:47 seconds
6. Christopher Nix, Redhill	0:47 seconds
7. Tony Dunster, SE London	0:48 seconds
8. Panagiotis Pagonidis, Greece	0:49 seconds
9. Matthew Collins, Hayes	0:49 seconds
10. David Goodman, SE London	0:50 seconds

Goldeneye 007

Statue Park, fastest time

Well done to Gary Corn for this mega fast time. But Sam's right behind you!

1. Gary Corn, London	1:50
2. Sam Connolly, Lancashire	1:52
3. Damien Orchard, Kings Acre	1:54
4. Tony Dunster, London	2:28
5. Mark Dunster, London	2:31
6. Jonathon Davies, Manchester	2:42
7. Colin Taylor, London	2:54
8. Damon Townsend, Liverpool	2:54
9. Stephen O'Brien, Sussex	3:11
10. Paul Wilkins, Scotland	3:32

International Track & Field

Javelin event, furthest throw

New contenders are battling it out for the gold medal this month.

1. Sami Ayu, Essex	105.92m
2. Nadine Jackson, Romford	105.91m
3. Francis Boatman, East Norton	105.84m
4. Matthew Collins, Hayes	105.84m
5. Christopher Mason, Newbury	105.84m
6. Christopher Young, Scotland	105.02m
7. Eric Ip, Tamworth	104.91m
8. Laurence Whittaker	104.91m
9. Alex Craig, Nottingham	104.59m
10. Andrew Barker, Barking	104.41m



Perfect Dark

Area 51 Escape, fastest time

The most hotly contested league going. These times are mind blowing!

1. Glen Werton, Stokehill	2:49
2. Jayesh Singh, London	2:51
3. Jamie Straker, Epswich	2:56
4. Will McLaven, Humber	2:58
5. Nigel Fairweather, Oxford	3:01
6. Arif Mollah, Lancashire	3:03
7. Jon Phillips, Ipswich	3:09
8. Jay Poon, Kingston	3:12
9. Travis Penson, Worcester	3:13
10. Mark Elliot, Barnes	3:15



The Masters



Oi, cheaters. No!

All these tough Nintendo challenges are set for true gamers. Yet we keep on getting entries from filthy cheaters.

These include American and Japanese racing game entries. You can't use any codes to help you get good scores unless we say you can. Sneaky cheaters MAY get away with it, but do you really want to risk wasting your time and being disqualified? We thought not.

What to do

You can enter any of the Challenges you see on this page, including the league tables. If you fancy your chances at fame and fortune, here's what you do...

- 1 Pick your challenge, slam on the N64 and get your high score or time.
- 2 Take a picture of the TV screen with no flash. Taking it at an angle with the curtains drawn will help. Or videotape your entry.
- 3 Write your name, address and score both on the photo or videotape and on a separate piece of paper.
- 4 Tell us how you scored your best time. We may well print your top tip.
- 5 Also, pop in a recent snap of you looking daft.
- 6 Now post it to...

**Your Scores, NOM,
Angel House, 338-346
Goswell Road, London
EC1V 7QP.**

- 7 Buy the mag to see if you've made it to our Hall of Fame.
- 8 Go on about your victory until you alienate all of your friends.

Points win prizes!

If your score comes top of one of our leagues, you'll win a fantastic official Nintendo Controller Pad or Rumble Pak. Super.

Mega Challenge!

Do you consider yourself to be a Perfect Dark master? Then there's still time to enter our awesome Mega Challenge! Get ready to take your aim...



Mega Challenge

The new Rare Mega Challenge will take place on the Crash Site Confrontation level, using only difficulty setting you want.

What you have to do

To be in with a chance of winning this Mega Challenge, you need to run around Crash Site Confrontation, shooting as many dataDyne guards as you can in five minutes. Head shots count as two kills, so it pays to be accurate!

Think you're up to the challenge? Just send in a picture of the Mission Complete screen, and your name and number, to enter.



The Mega Final

Only those who finish in the top four will make it to the final. They will be invited to NOM Towers for a duel to the death in a multiplayer arena of our choice. As always, Nintendo Official Magazine sets the rules for the Mega Final. So if you want to bag the fab prizes on offer, get some practice in.



Practice hard on the multiplayer levels too. And play your pals, not just the computer. Then you won't come unstuck in the final.

Remember to include a phone number with your entry. If we can't contact you, you'll forfeit your place. And leave Saturday 17 March 2001 free.



Closing date and rules

- 1) The closing date for Rare Mega Challenge entries is Friday 9 March 2001.
- 2) The grand Mega Challenge final will take place on Saturday 17 March 2001.
- 3) For the final contest itself, we set the rules! No squabbling now!
- 4) Finalists who cannot make the stated final date will be disqualified and their place in the final will be given to the fifth place finalist.
- 5) The decision of the magazine is always final. End of story.



The World Is Not Enough



Secret Agent Walkthrough Part 1

Put on your tuxedo, Bond fans, as we tell you how to get through the first half of the game on all settings. You'll need every bit of help you can get!

Contents

Bond basics

- ✓ Courier ✓ King's Ransom ✓ Thames Chase
- ✓ Underground Uprising ✓ Cold Reception
- ✓ Night Watch ✓ Midnight Departure

Secret Agent History

Issue 93 Big Game
Issue 100 Review

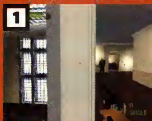
WE SAID "TWINE's a great shoot 'em up with enough action to keep you happy for ages."

General tips

Before getting stuck in you need to get to grips with the basics. Check out our advice and you should succeed in every mission.

Fighting tactics

One thing's for sure, you'll be experiencing loads of gun battles. But there are certain things you must remember...



▲ Make good use of crates, barrels and stairs to avoid oncoming fire. Use walls as cover when going around a corner, but watch out for heat seeking missiles!



▲ You can use any explosive items, such as fuel barrels, to kill groups of enemies. Just make sure that you're standing well away from the blast.



▲ Move slowly through unfamiliar areas as you never know what could be waiting for you around the next corner.



▲ Check your items in the Gadgets menu if you're stuck. They're there for a reason, so they might give you a hand.

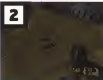
Quick and easy kills

Being the master of cunning and stealth is not an easy job.

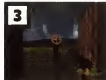
You need to know how to kill goons quickly...



▼ Try to use head shots whenever you can. Not only is it very effective, it also saves on ammo and can be very gratifying.



▲ When you've cleared an area of enemies, make sure you pick up the ammo they drop or you'll run out before you can finish your mission.



◀ Keep an eye on your ammo levels 'cos it'll be Game Over if you have to reload in combat. Your enemies certainly won't give you time out!

Hand guns

Bond is an expert with all types of weapons, but he particularly favours small hand guns. Here's how to handle them...



▲ **Wolfam P2K** This lightweight gun is the default weapon. Can only inflict light damage. Has a 16 round capacity.



▲ **Raptor Magnum** More powerful than the Wolfam, but slower to reload. The Raptor has an eight round capacity.



▲ **Mustang 44** A very powerful gun that takes out opponents with a single shot. Slow to reload. Six round capacity.



▲ **Meyer TMP** Small machine pistol that quickly spits bullets. Light damage, but easy for filling goons with lead.

Machine Guns

TWINE comes with a large selection of heavy duty Machine Guns. Here are just a few of them. Start salivating...



▲ **Deutshe MAS** Very powerful but with a slow rate of fire and long reload times. This gun has a 25 round capacity.



▲ **Ingalls Type 20** Very small, very fast, and extremely effective in any situation. The Ingalls has a 30 round capacity.



▲ **MB POW90** The only thing that lets this monster down are its slow reload times. Fortunately it can carry up to 50 bullets at a time. Hooray!



▲ **Soviet KA-57** The best gun in the game. One bullet from this baby is enough to finish off anyone. The Soviet has a 30 round capacity.

Sniper weapons

TWINE's long range weapons have sights to help you target enemies from miles away. It's great fun!



▲ **Suisse SSR 4000** Accurate sniping gun with a very long range. Slow reload but that doesn't matter if the enemies are miles away. Five round capacity.



▲ **Deutshe SA90** A Sniper Rifle crossed with a Machine Gun. This is good for medium distance killing and has a whopping 20 round capacity.

Unusual guns

Aside from all the normal guns you would expect to find, there are a couple of unusual types for you to try out. But they don't fire bullets!



▲ **Seamaster Spear Gun** As the name implies, this bizarre weapon fires spears. This baby has a two spear capacity and you can fire both at the same time. You've got to be absolutely accurate, though.



▲ **Delta 900 Mag** This weapon can do some major damage because it fires bolts! It's good for both sniping and close range fights but its short range can be limiting. Has a five bolt capacity. Nasty!

Heavy weapons

No shoot 'em up would be complete without some big guns.

Unfortunately, the really destructive guns are fairly rare in the game, so make the most of them when you put them in your paws!



▲ **GL40** This big mutha is very useful for firing around corners and completely decimating everything within range. Use with caution in small rooms. Has a one round capacity.



▲ **RL22** This Rocket Launcher is disposable, meaning you can only use it once before throwing it away. Cool! Ideal it's got excellent range and mega high impact, but use it wisely, super agents.



▲ **Frinesi Special 12** All right, so it's not really a heavy weapon, but it's the most fun gun in the game. Good at close range. Has an eight round capacity.



▲ **AT420 Sentinel** This beauty fires laser-guided missiles and is the game's most powerful weapon. However, it only appears on City of Walkways 2.

Gun toting tips

You can't just blast away whenever you feel like it! Certain situations call for different tactics to be used.

Knowing when and if to use your gun can be essential.

► If you need to change weapons in the middle of a firefight, pause the game and change your weapon through the inventory screen to save time on the battlefield.

► If you're in a small space don't use any high explosive weapons like Grenades or you'll almost certainly end up hurting yourself.

▼ Whenever you see body armour, make sure you pick it up as it counts as an extra life. Be warned, though! It won't be able to save you from any nasty head shots. So duck!



▲ Use the element of surprise. If you can approach someone from behind you might not need to use your gun!

Courier

Welcome to your first mission, Mr Bond. You're in Spain, but this won't be a holiday. Take it from us, sightseeing is the last thing on your mind.

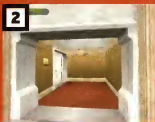
Infiltration

Keep your weapons hidden until you are past the internal security.

After all, if a civilian guard takes a pop at you, you won't be able to kill them. You will fail your very first mission if you do!



1 Are you ready? You start off totally unarmed and find yourself facing a lovely receptionist. Don't get too excited. You have a mission to complete!



2 You will see three ways to go. Ignore the revolving doors and the door with the security guard and steel bars. Head through the alcove on your right.



3 Through two sets of double doors into first room. Guard shows you your security box. Collect the gun and card inside to complete your first objective.

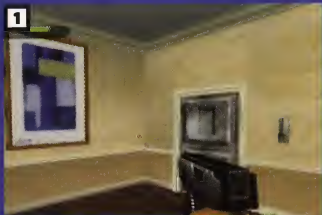


4 Head back to reception and go to the security guard in front of the steel bars. Show him your appointment card and watch the cut scene.

Your first objective sees you infiltrating an international bank and, naturally enough, slaughtering some nasty crooks. Let's get to it...

Secret and 00 Agent

If you're playing on one of the harder difficulty settings, you'll find you have an extra objective to complete.



1 After obtaining the Swipe Card leave the safe room and turn right. Walk to the end of the corridor and use the Swipe Card on the steel door.

2 Kill all the guards and use the Data Scrambler on the VCR in the left corner of the room to complete the extra objective.

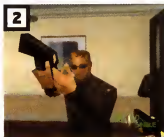
Your first chance to kill

It is now safe to draw your weapon in public but be warned, however. There are still plenty of innocent civilians around who you must not kill.

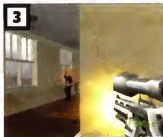
But at least you'll be able to get rid of some of that pent up aggression by dispensing of a few goons! Check out our tips...



1 Kill the guy on the floor and then head through the brown door. Go straight across the landing and through the next brown door with your gun poised and ready.



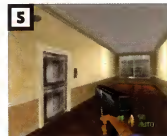
2 This corridor is filled with enemies, all begging to be blasted. Clear the corridors of these bad dudes, making sure you pick up any ammo they drop as you go along.



3 From lifts, go down corridor with large windows and turn round the corner. Walk past the brown door and turn around, shooting the terrorists who burst out.



4 Onto the next room. Make sure you don't kill the civilian in here. Use the Safe Cracker to receive the Swipe Card and you'll complete another objective.



5 Kill the enemies in the next room and collect their ammo. Leave through the other door and take a left. Find steel door.



6 Use Swipe Card to enter. Your Keypad Decrypter lets you access the vault. Pick up the briefcase to complete your objective.



7 Once you have the briefcase, leave the vault and go back into the main corridor. Head to the elevators on your right.



8 Take elevators and put your gun away. On ground floor, go to reception and leave via the revolving doors. Mission complete.

King's Ransom

This is one of the biggest levels in the game. Some of your objectives are really tough, but you'll get the chance to play with some cool weapons.

Top floor killing spree

Your first set of objectives will see you securing the top floor and saving the lives of your comrades who work there.



▲ Turn your back on M and go through door behind you. In the next room is an M16 security guard. Don't kill him!



▲ Talk to Miss Money Penny and she will give you a Pen Grenade which will come in pretty handy later on.



▲ From the office, go through the opposite door and into the corridor. Look to your left and dispose of the terrorist coming through the window.



▲ In the corridor there is a firelight going on between guards and terrorists. Carefully shoot the advancing baddies without hitting any guards.



▲ Take care of all the terrorists, then head left from the first junction towards the broken elevators. Shoot the guy on your left and then turn right.



▲ At end of corridor, turn left and kill the goon. Now head towards the window and turn left again. Kill another bad guy and move down the corridor.

Lockdown

Stop the terrorists coming through the windows by securing the top floor.

This will save on ammo and lives.



▲ Head back to M's room but, instead of going in, turn left at the junction just before you get there. Up this corridor and take a right. Kill the terrorists.



▲ Activate the red hand panel to your left and enter the Security Centre. Walk up to the red computer screen and activate it to complete the objective.



▲ Leave the room. You'll see that all windows are now covered, meaning no more annoying terrorists can come through them when your back is turned.



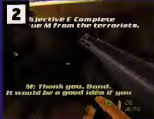
▲ On your right is a door. Go through it and collect the armour on the table in here. Leave by the way you came in and head right. Go to the next door.

Secret and 00 Agent

If you're playing on a harder setting, you've got another important objective. M has been captured and you must rescue her.



▲ Make your way back to where you started the level. Kill the terrorists and go straight through Miss Money Penny's reception into M's personal office.



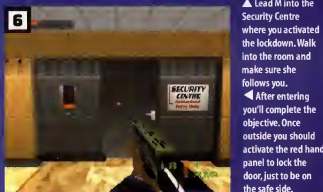
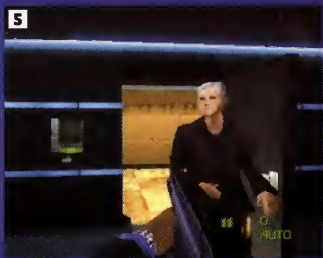
▲ Behind M is a terrorist. Carefully dispose of him to complete the first part of this extra objective. Now talk to M to receive more orders.



▲ Escort M out of the office and into the corridor. You need to go slowly or she'll get left behind, making her vulnerable to attack.



▲ As you escort M back towards the top floor Security Centre, terrorists will try to kill her. Be alert and always put yourself in the way of any bullets.

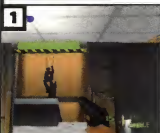


▲ Lead M into the Security Centre where you activated the lockdown. Walk into the room and make sure she follows you.

▲ After entering you'll complete the objective. Once outside you should activate the red hand panel to lock the door, just to be on the safe side.

Ground floor activity

Everything upstairs is now secure. But the fight is far from over! More tasks reveal themselves as you get to the ground floor.



1 From room with the armour, turn right and go through the doors ahead. Move to the door on your left and shoot the nasties hanging on the ropes.



2 Go downstairs, shooting terrorists on your way. Watch the cut scene at the bottom and be ready to blast the baddies who come down after you.



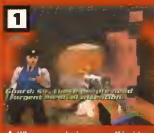
3 Now go through the only door you come across and talk to the security guard on the other side for some new information and objectives.



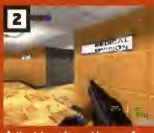
4 Follow the corridor past the security guard until you reach a main foyer with the big map on the wall. Make sure you kill the goons who attack the guards.

Secret and 00 Agent

Miss Moneypenny is not Bond's only love interest at M16. He's also rather keen on Dr Warmflash, who you're just about to meet.



1 When an explosion goes off inside the vault, a guard will ask for medical assistance. So now you need to backtrack to the Medical Division by turning right, just before the elevators.



2 Head down the corridor, away from the vault. Turn the corner and be ready to blast at any baddies who may appear. Look for the big signs on the walls if you happen to get lost.



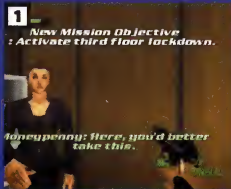
3 Once you find the corridor, go straight down and through the door. Inside you must talk to Dr Warmflash. Unfortunately, she won't be able to heal you if you've been injured!



4 You have to escort Dr Warmflash back to the vault. As with M, there are many terrorists trying to bump her off, so stay close and kill 'em all. Once back to the vault the objective is complete.

Find Sir Robert King

The ground floor is swarming with enemies, so keep your gun loaded at all times. There are plenty of objectives to keep you busy in this part of the game.



1 *New Mission Objective: Activate third floor lockdown.*

◀ Face the map, turn to your right and go up the corridor. Before you reach the end you'll see an office door on your left.



2 Through this door and into the office. Head straight through the opposite door and you will see another Security Centre.



3 Now head back to the foyer which has the big map. Facing map, take the left corridor in front of you and then go in the door to your left. Pick up some much needed body armour.



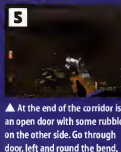
4 Leave room and turn left. Follow corridor 'til you reach a foyer. This one has some broken down elevators and TV screens in it. Activate the hand panel.



5 Enter using the hand panel and switch on the red computer screen. This activates the third floor lockdown and completes an objective.



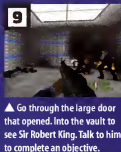
6 Leave the Security Centre and turn left, then right into the long corridor. Follow this passage, ignoring the opening on your right hand side.



7 At the end of the corridor is an open door with some rubble on the other side. Go through door, left and round the bend.



8 Shoot terrorist lurking in shadows. Look for red switch to activate the sprinklers. Press to complete another task.



9 Go through the large door that opened. Into the vault to see Sir Robert King. Talk to him to complete an objective.



10 Back to big map and take a right. On your right is corridor leading to the Q Division. Enter damaged lab to finish the level.

Thames Chase

Bond's ace at catching girls, but this one will give him the run around. Better put your trainers on, 007, the chase is on!

Chase the girl

After dusting off baddies at MI6, the chase is on down the Thames in hot pursuit of a female suspect.



1 Watch the girl run round the corner and then follow her. Ignore the speedboat that fires at you at first, then go up the stairs. Go forwards, then take left.



2 Go up the steps and take out baddies by the blue van. The best way to do this is to inch up the stairs and shoot them before they see you. Very sneaky, Mr Bond!



When you're by the van, look round the corner and shoot the barrel on your far right. This will take down some pesky terrorists and save you loads of time.



4 Dash into the hut and shoot the sniper inside. Make sure you pick up the Rifle he drops, as this is a vital weapon for later on in the level.



5 As you leave the hut, turn around and look to your right. Behind the hut is the Spear Gun and some ammo. Tasty.



6 Turn around, down steps. Equip SA90, and line up your sight. Inch round corner. Shoot the goons to free the hostages.



7 After collecting any ammo the terrorists might have dropped, go down the steps and enter the tunnel on the right. Take the first passageway on your left.



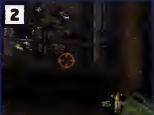
8 Shoot the divers who charge at you, 'cos they're bad guys. Use the Spear Gun to give them a taste of their own medicine and continue through the tunnel.

The chase goes on

By now you should be getting familiar with the weapons on offer. But should you find yourself getting a wee bit low on ammo, don't forget that Bond has a fearsome punching action, too.



1 Follow the dock around, picking off any bad guys with the SA90 as you go. Eventually you will come to a large warehouse. Go inside.



2 Creep round crates and shoot barrel to kill the terrorist with his back to you. If you're on harder difficulty settings the balconies are swarming with enemies.



3 Jump up the crates to get onto the walkway. Kill the baddies who burst in. Go out of the door and down the steps. Blast your way through the tunnel killing anyone who might be lurking behind the crates and barrels.



4 Open the door at the end of the tunnel and move through the crates. Rescue the hostages if you are playing on harder difficulty settings. Now use the Grapple Watch on the black and yellow beam to get up to the walkway.

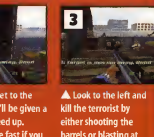
Speeding up

The assassin is getting away so you need to move quickly.

The best way to achieve all your objectives is to shoot, run and strafe at the same time. It's a tough job being a secret agent, you know!



1 Get the armour by jumping over the crates to the other side and then return to the walkway. Go through to the next room. Make sure you get armour.

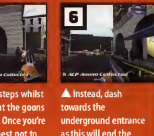


2 When you get to the next room, you'll be given a message to speed up. You've got to be fast if you want to catch the assassin! First you have to jump down onto the dock.

3 Look to the left and kill the terrorist by either shooting the barrels or blasting at him directly. Now run to your right, following the dock around.



4 Once you've got round the first corner, ignore anyone shooting at you and take the steps on the right that form an opening in the dockside wall.



5 Run up the steps whilst blasting away at the goons who await you. Once you're at the top, it's best not to take too much time when you're shooting at the gun toting baddies.

6 Instead, dash towards the underground entrance as this will get you the level. Only kill all of the bad guys up here if you can do it quickly.

Underground Uprising

Baddies have planted a bomb in the same tube station that Bond has chased the assassin into. What a coincidence!

Well, you may as well disarm the bomb while you are here. Kill two birds with one stone, eh, Nintendoids? Here's what to do...

Save the hostages

Those pesky terrorists have also taken hostages and it's up to you to free them. The time limit for the bomb is ticking down, so hurry up.

You'll have to get your skates on 'cos the hostages are on borrowed time and that bomb is set to blow London sky high.



1 You have 5:30 to defuse the bomb, so get a move on. Kill terrorist in the office without shooting the hostages.



2 When all hostages have fled, go into the office and pick up the ammo. Leave, then turn right past the drinks machines.



3 Go down escalators. On harder settings there are hostages here. Otherwise just grab the armour and go back to the lobby.



4 From the lobby, face office and take escalator on right. Go down, shooting baddies as you go. The clock is ticking!



5 Turn left at bottom of the escalator. Round the corner to find hostages being held by a couple of nasties. Dispose of them quickly.



6 Go down next escalator and turn right, shoot the terrorists chasing the hostages. Through opening and kill the baddies on the tube platform.



7 When platform is clear, go to maintenance sign on left of the platform. Wait for train to pass then jump on tracks and through the opening on the right.



8 Through the storage room and into tunnel. Get into the broken train on the left. Now gun down the enemies and proceed to the far end of the train.



9 Equip Raptor Magnum, open the door and step through. Walk along tracks whilst carefully shooting the troops who are about to kill hostages.



10 When all bad guys are dead, the hostage rescue objective is complete. Jump onto the platform and collect all the dropped ammo.

The bomb

Defusing this high explosive device is the trickiest part of this level. But there's no need to struggle for ages, just check out our tips...



1 From the second tube platform, leave through the opening and turn left. On the far right are two doors. Go through the one that's closest to the men's toilets.



2 Once in the toilets, check all of the cubicles and look around at the end of the room. Baddies and innocent hostages are hiding, so shoot the right ones.



3 You will find the bomb on top of the toilet seat in the furthest cubicle towards the end of the room. Go to the Gadgets menu and equip your handy Bomb Disposal Kit. Time to get to work.



4 Aim the cursor over the bomb and start to slowly tap the Trigger. You will notice a blue bar and a red bar. To defuse the bomb, keep the red bar in the middle until the blue bar runs out.

The chase is on

Once the bomb has been defused you can sigh with relief 'cos now you can do the rest of the level at your own pace.

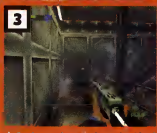
Do not forget you still have to catch that annoying assassin.



1 Leave the toilets, go right and through the opening. Round the corner and shoot the padlock off the door. Walk up the stairs and shoot the terrorist.



2 Once you are up to the first level the walkway will drop away. To get to the other side you simply need to do a running jump. Go for it!



3 Further up the stairs is another bit of broken walkway. But you can walk over this one and then jump up onto the stairs. Kill the guard at the top and blast the door lock to enter.



4 Go through this door and quickly run towards the balloon. Once the balloon starts to rise you have to do a running jump onto the rope, dangling underneath. Mission complete.

Cold Reception

Now it's time for Bond on skis. Unlike the other levels, you'll have only limited abilities to move left or right so be armed and ready.

On your marks

The beginning of this level is fairly simple. You have no choice but to move forward!

Your success here depends on your ability to aim whilst moving.



▲ Be ready to shoot the baddie waiting for you around the first corner. Try to get his dropped ammo as bigger guns make the level a lot easier.
◀ Continue strafing left and right as you pop off any enemies that appear. If you miss them, just push forward to escape from their fire.



◀ Round the first boulder in cave. Be sure to knock out the guy with the Machine Gun.

► As you reach the end of this first cave, be ready for a snow mobile to speed in front of you. Shoot the riders and blow up the machine for a tasty explosion. It'll look pretty impressive!



Take the high road

Although it may seem as if you can be always on rails, there are one or two places where you get a choice of direction.

Whether you turn left or right makes a difference to the level.



▲ Finish off the snow mobile and the cave will get smaller and slope downwards. As you ski down, look for the large boulder which marks a fork in the path.



▲ Make sure you take the left route. To ensure you go left, target the cursor over the gun totting goon in the distance and fire. This will take you over a ledge.



▲ Once you're over the edge, look down and direct yourself towards the armour on the ground below. If you took the right path it is almost impossible to pick this up.



▲ Once you've got the armour you should be protected against enemy attacks for most of the level. Continue skiing onwards, shooting the enemies around you.

Super saboteur

This level has only two proper objectives. You have to destroy both of the fuel dumps situated underneath large towers. That's it!



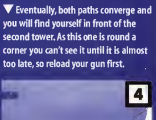
▲ After a few twisting turns packed with enemies you will arrive at the top of a hill. Look down and you'll see a large tower at the bottom. This is a good time to reload your weapon.



▲ Carefully aim the cursor over the barrels at the base of the tower and blast them until they blow up in spectacular fashion. What an explosion! Well done! You've completed a mission.



▲ Soon you will arrive at another fork in the path. On Agent setting you should choose the right path into the cave, but on harder settings you should choose the left as this takes you to some body armour.



▲ As soon as you come within sight of the second tower, target it with your gun and start firing. Ignore any terrorists shooting at you as the tower is a far more important target.



▲ Once the second tower is destroyed, your only goal is to reach the end of the level without dying. Continue onwards and cross over the bridge, destroying the armed guards who ambush you.



▲ You are getting near the end of the level now and resistance is becoming thin. Eventually you will see a line of barrels across your path. Blow them up and ski through gap that you've made.



▲ Once past the barrels you are home and dry. As you continue downhill you will notice a helicopter far away in the distance. When you get to it you have completed the level. Well done!

Night Watch

This is probably the trickiest level in the entire game simply because you are not allowed to kill anyone. What a nightmare!

Even worse, you need to disable the guards without being spotted.



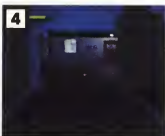
▲ The level begins with you in a bedroom. There are two doors, one of which is locked shut. Take the unlocked door and you'll find yourself on a small balcony that overlooks a courtyard.



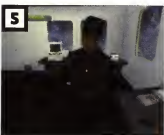
▲ Take your time to look around. Directly in front of you is a closed double gate. To your right are some bushes and a group of guards standing around. Don't worry, they won't be able to see you just yet.



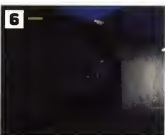
▲ Jump off the left side of the balcony and, keeping close to the wall, move until you reach the padlocked gate. Wait at the gate for the guard on the other side to walk away from your position.



▲ When the guard is walking away, use your Laser on the lock. Creep up behind him and knock him out. Do this by pressing the [X] Trigger when you are unarmed. Head through the next gate.



▲ Sneak up behind the guard patrolling the hut and knock him out. Now enter through the red door and punch the next guard. Use the Data Scrambler on the console to disable some of the cameras.



▲ You've managed to complete a very important mission. Now head back up to the first gate and take a left. Walk in between the wall and the bushes so that the group of guards cannot spot you.

Disabling guards

You still can't kill any of the guards, so a good way of getting rid of any who are facing you is to use your watch's Stunner function.



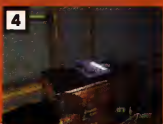
▲ Head through the archways in front of you. Don't worry about the camera 'cos you disabled it earlier. Once through, you will see a guard with his back to you.



▲ Watch the area around the guard to make sure Gabor is not patrolling. When you're satisfied that he is on his own, stun him with your watch and knock him out.



▲ Move around swimming pool but keep your eyes peeled for Gabor. Through arch on the opposite side. Use a Dart on the guard and the one by the door.



▲ Go through this door and into the red dining room. On the left wall is a desk with a phone on it. Run over and bug it by using your handy Phone Tap.

More cameras

That's the trickiest bit over with so you can start to relax now.

But the level still has plenty of surprises for you to deal with.



▲ Through the door in front of you. Punch the guard in here to stun him, and go down to the opposite door.



▲ Enter and into courtyard. Look for patrolling guard. When he turns his back, creep up and knock him out.



▲ On the left side of this courtyard is another security hut. When the guard comes out, punch him onto the floor.



▲ Enter the security hut that the guard came out of and go straight through the red door. Take a look around.



▲ On the far side is a desk with lots of buttons. On left is a switchboard. Use Data Scrambler to disable security.



▲ Once the systems are disabled, leave the hut and walk straight across to the archway on the opposite side of the courtyard. This leads to the kennels.

Fist fighting

You've nearly completed all of your mission objectives on this level, but there are still some tough times up ahead.

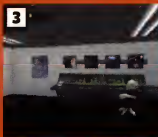
This includes your first encounter with the evil Davidov. Better pack a spare pair of trousers before you go, Bond.



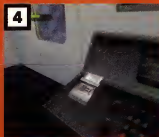
▲ From the archway, turn to the left where you will see a wire fence blocking your path. Laser the lock and look around for the guards inside.



▲ If the baddies spot you, strafe over to them and punch their lights out as quickly as possible. This will be the only time you get any wounds, so don't worry.



▲ When you've disposed of all the pesky guards, head over to the grassy area and enter the security hut. You'll need to go through the red door.



▲ It looks the same as the other two security huts. Once again you must disable the cameras with the Data Scrambler at the red and white console.



▲ Then backtrack to the archway and head towards the wooden door in the building opposite. Again, use the laser on the lock to gain entry.



▲ You are now in the kennels, but luckily there are no dogs in here. Walk all the way through and then head towards the door on the right. Open it and enter.



▲ There are two guards in this room. Inch slowly through the door and use a Dart on the first one. Then inch through looking left and Dart the second one.



▲ When both are on the floor, punch them until they fade away. This stops them from waking up and disturbing you when you're gathering vital evidence.

Gathering evidence

Your next mission, Mr Bond, is to sneak around and look for clues that Davidov is a dirty little traitor. Of course he is!

Now this is what being a secret agent is all about! Your aim is to use all your powers of stealth to uncover loads of secret documents.



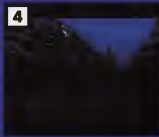
▲ Once you have finished off all the annoying guards, have a look around the room. There is a safe in the corner by the windows. Go over to it.



▲ Use the Safe Cracker to open it. You'll find some documents inside. Use the Camera from your Inventory menu to photograph them. Job done!



▲ Leave the safe room and go through the door on the right. Make your way through the archway and proceed down the forest path until you reach a car and security hut. Whose car is it? Davidov's!



▲ There are no guards around, so jog over to the hut and enter. You will watch a cut scene of Davidov walking along the path. You have to finish the mission before he reaches his car. Get a move on!



◀ In the hut, turn left and look at the desk. Snap the papers and then tap the phone to complete two of your objectives.



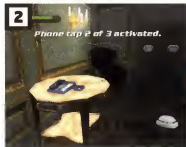
◀ Now leave the hut and walk up to the back of Davidov's yellow car. Press the open button and you'll finish the level. Cool!

Secret and 00 Agent

On harder difficulty settings you'll find that some of the objectives take place in different locations.



▲ The first phone is easy because it is in the bedroom where the level starts. Just tap it before you jump off the balcony.



▲ The third piece of evidence is in the final hut. It's on the desk facing the door where you enter.
◀ The second phone is through the right door in the big hallway, after the dining room.

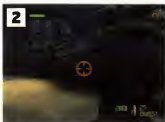
Midnight Departure

Now you finally get the opportunity to kill the evil Davidov. Unfortunately, this will not be as easy as it sounds.

You'll need to be on your toes and it's going to take all your stealth skills to kill the guards who surround this rock hard boss. Softly, softly now!



1 You start off by the car from the last level. Davidov is no where to be seen, so it is up to you to get him. Firstly, equip the Deutsche M95 and get ready for sniping.



2 Keep going straight ahead. As you go round the first bend in the road, change onto the track on your right hand side. It's towards the rocky outcrop of trees.



3 Now carefully move round the corner where you will see a guard with his back to you. Zoom in with the M95 and blow his head off before he knows you're there.



4 Move forward so that you have a good view of the guard post. Make sure you see as much of the road as possible without attracting the patrolling guard.

Killing Davidov

Finally you get a chance to kill a big bad guy, so make sure you do it correctly the first time.

You won't get any second chances in this game. One wrong move and it'll be Game Over.



1 Zoom the Rifle out to put the crosshair just above the tall wooden beam. Wait for Davidov to stroll past and shoot him in the head. He'll flop onto the floor. It's as simple as that!



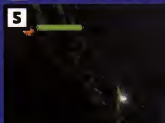
2 Once Davidov is dead, keep the Rifle on full zoom. Blow up the radio on the table by the sand bags 'cos, if you don't, a stray guard will sound the alarm which will bring out hordes of his buddies.



3 Once the radio is destroyed, concentrate on killing the three goons who are attracted by all the commotion. Once they are dead, go forward and pick up their weapons for mega firepower.



4 Now locate Davidov's corpse and search it to pick up his phone. Whilst you're doing this, grab the Magnum that he dropped. This will come in useful later in the level.
Once you're satisfied that you have picked up all the valuables here, move out onto the track and snipe the guards who are on the cliff in the distance. Then move down the track.



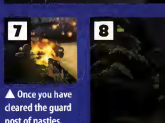
5 Once you have cleared the guard post of nasties, walk round to the trees then turn around and blast at the radio.



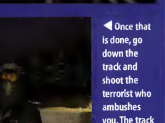
6 Once that is done, go down the track and shoot the terrorist who ambushes you. The track splits here, so continue down the right path.



7 Continue down the track until you reach another guard post. Blast all the enemies here as quickly as possible before they sound the alarm.



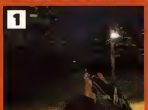
8 Once you have cleared the guard post of nasties, walk round to the trees then turn around and blast at the radio.



9 Once that is done, go down the track and shoot the terrorist who ambushes you. The track splits here, so continue down the right path.

Extra

On harder difficulty settings there is an extra objective where you obtain an ID Card.



1 Pick up Davidov's phone and go down the track to the first lamppost. Go into the forest and turn right.



2 Go round outside of hut. One guard is by the cabin. Two appear from the left and one from the right.



3 Enter hut and walk over to the table on the far left to pick up the ID Card. Back off and destroy the radio.



4 Leave hut and face the axe in a block of wood. Take right hand path to bring you onto the main track.

A bridge too far

Time to cross the bridge and head down to the airport.

This is probably the largest single open space in the game so it provides you with a good opportunity for sniping practise.

1



▲ Continue down the track and you will find a deserted guard post. Blow up the radio. As you approach, look to the right and kill the guard. Make sure you grab the SSR 4000 from his body.

2



▲ Continue forward and you will reach a bridge. If any guards have managed to radio for help at any point in the level you'll find a truck plus four extra guards blocking the bridge. D'oh!

3



▲ Ignore the truck and concentrate on the bad guys who come at you first. Back off and use the Magnum's scope to pick off the guards who flank the truck. They won't stand a chance!

4

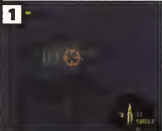


▲ Go past the truck and continue along the track. Go round the corner and you will see another truck with guards. Shoot them all, collect their weapons and continue down the track.

Secret and 00 Agent

If you've been brave enough to attempt Secret or 00 Agent settings, here's what you have to do to finish the level...

1



▲ From the corrugated building at the entrance to the airfield, look down to the right where you will see another low grey building. First, snipe the baddies in the nearby guard towers.

2



▲ Snipe the patrolling guard and move to the right side of the low grey building. Dispose of the guards you find in here. Check the big warehouse in front for more enemies.

3



▲ Go through the entrance of the low grey building. This turns out to be a truck depot. First of all, eliminate all the guards you find inside the depot, so that you can work in peace.

4



▲ Go round to the back of the first truck by the right hand wall and have a look in the back. Jump in and get the sports bag, which you need to bribe the pilot. Now head to the control tower.

The airfield

Time to have some sniping fun!

Get out your awesome SSR 4000 and start being sneaky.

1

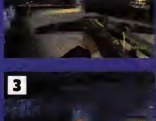


2



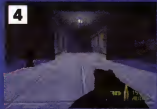
► Eventually you will reach the airfield, which is marked by a low, corrugated building with looming guard towers in the distance.

3



▲ From the corrugated building, move to the left around the edge, towards the left side of the building.

4



▲ Run down to back door and collect the dropped weapons. Now enter the building. Be careful, as there is a civilian to the left, covering in fear.

5



▲ Move up concrete stairs straight ahead and you'll see a guard with his back to you. Walk up behind him. He'll put his hands up, but kill him for sport.

6



▲ Once you've disposed of him you'll see that you are on the first floor landing. Another set of concrete stairs are to your right. Go up them.

7



▲ Walk over to the controller at the top. Do not shoot him. Eventually he will agree to land a plane for you, which completes an objective.

8



▲ Make your way back down the stairs and leave the building. Head round the front to see that a plane has landed.

9



▲ Go round to the far side of the plane and talk to the man in the hatch. This completes the mission.

Next month

Don't miss next month's epic installment! In the second part of our 007 guide to this super shooter, we show you how to complete the rest of the game.



WWF No Mercy

Last month we were gentle with you. But now it's time to sort out the men from the boys...

Grappling Guide Part 2



Contents

Fighting frenzy

- ✓ Cage match ✓ Tag Team ✓ Triple Threat
- ✓ Back Stage brawls ✓ Royal Rumble
- ✓ Ironman ✓ Create a Wrestler

Wrestling reading

- Issue 94 News
- Issue 95 Big Game
- Issue 99 Review
- Issue 101 Guide Pt 1

WE SAID "This is one of the true wonders of the Nintendo world."

Winning ways

WWF No Mercy is jam packed with all manner of different modes, some of which will challenge even the toughest wrestlers.

You can choose to play just a single Exhibition match or, if you're in it for the long haul, you can fight your way through the Championships.

To stand a chance of winning any of the Belts, you'll have to familiarise yourself with the different types of fight that you'll encounter along the way. Here are a few hints before you start...



▲ It's always a good idea to get another fighter who can help you if the going gets tough. Go to the mall and use the Clone a Superstar option.



▲ In Championship matches, losing is not an option. If you know you're going to lose, it's best to quit so that the result will be registered as a draw.

Cage match

The Cage fights are some of the hardest brawls in the game.

It's really difficult to keep your opponent on the floor for the time you need and pinning them to the canvas is pointless. Basically, you need to find a way to floor them for long enough to get a head start out of the Cage.



▲ Climbing out of the Cage can be pretty darn tricky. You have to press **A** to start your climb. Then, when you stall at the top, hammer **B** to get your lazy wrestler moving again. Keep button bashing!



▲ But don't bother even trying to climb unless your opponent is well and truly out for the count on the floor. Otherwise he will just get up and shake you off, which really damages your Attitude Meter.



▲ If your opponent does get up to shake the Cage all may not be lost. You can still press **A** to perform a massive elbow drop on them. That should take 'em down.



▲ In the event of your opponent climbing the Cage, you have to shake them off. Pressing either **A** or **B** when they start their ascent up the Cage will do the trick.



▲ If your opponent has climbed too high for you to reach them, simply press **C** to shake them off. Provided that your Attitude Meter is high enough, of course!



▲ The higher you climb the more your Attitude Meter will decrease. If it gets too low you will fall off. If you see it getting low, it is best to press **A** and drop off.

Cage match tricks

Winning in the Cage without fighting dirty can be hard work.

Instead of playing it fair, you should try some nasty tactics to cheat your way out of the Cage in the quickest possible time. Go on, be sneaky!

► The best way to get out of the Cage quickly is to stun your opponent with the superb Tree of Woe move. Do this by performing a strong grapple and pressing **B** when your opponent is by the turnbuckle.



▲ Once your helpless opponent is upside down, you should have plenty of time to clamber up the side of the Cage and go over the top to win the bout. Hurrah!



▲ Another cheeky tactic is to build your Attitude Meter until 'Special' flashes. This will make you climb more quickly and give you more Attitude to help you clamber out.



▲ But if you really want to be nasty, try smashing your opponent's face against the steel bars by hitting **C** in a grapple. This will have them on the floor for ages. Cool!

Tag Team

Being good at Tag Team fighting will help you in loads of situations.

You can Tag fight in both the Championship and single Exhibition matches, so being able to fight as a team is essential. These tips should help...



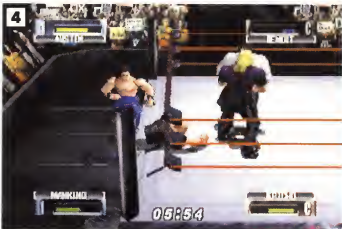
▲ Knowing when to tag players is essential. If you're getting a good kicking, tag before your Attitude Meter gets too low. Don't be afraid to let your partner finish the job.



▲ Pinning can be tough as your rival's team mate will always intervene. It's best to go for pins in your own corner, so your partner can tackle the other wrestler.



▲ If all four wrestlers are in the ring at the same time, avoid the double one on one. Instead, run around and help your mate beat up one fighter. Go on, get stuck in!



▲ A sneaky way to win is to stand outside the ring and pull your opponent out when the count is nearly finished. Then dash back in to claim victory. Yes, it does seem unfair!



▲ To damage your opponent's Attitude Meter to a critical level, you should do a Tag Team move where both team members take part. Wait until your opponent has been picked up and then press **Q**.



▲ If your timing is spot on, both fighters will start to do very nasty things to your helpless rival. He doesn't stand a chance with you and your partner pounding his head into the canvas. Ouch!

Triple Threat

In this free for all there are three wrestlers in the ring.

There are no ring outs in Triple Threat matches, which means the key to victory is through successful submissions and pins.



▲ As soon as the match starts, back away from your two opponents and let them fight each other. Meanwhile, hold the 3D Stick to the right to build up your Attitude Meter.



▲ Keep a very close eye on your two opponents. If one goes to pin the other, run over and stamp on his head. You certainly don't want them to win the match, do you?



▲ To be sure of a quick victory in these Triple Threat matches, you'll need to make very good use of your finishing moves, weapons and flying attacks.



▲ The trick is to pin an opponent without the third fighter stamping on you. Try using your finisher on both rivals and then pinning one, while the other squirms on the floor.



▲ Or perform the Tree of Woe move on one fighter and, once he's hung up, concentrate on pinning the remaining wrestler.

Handicap matches

Not fair, not fair! In these tough bouts, two fighters gang up on you.

Sometimes winning seems like an impossible task. But there are some tactics you can use to give yourself a fighting chance at victory...



▲ Grapple as much as you can 'cos then the third player can't touch you. It's a very good idea to concentrate on just one opponent as much as possible.



▲ Another good tactic is to climb onto the furthest turnbuckle and taunt as much as possible. This builds up your Attitude Meter. Then do double finishers on each rival.



▲ If you are cornered by the other two fighters, your best move is to climb out of the ring and run around to the other side. Then get back in, ready to start fighting again.



▲ Continue using these tactics and, when both rivals' Meters are low, put one of them in the Tree of Woe. Now turn on the other one and pin them to claim victory.

Back Stage brawls

When you're playing through the long haul of Championship mode, you are often confronted by wrestlers outside the arena.

In these situations it is essential to make use of your surroundings. This is the only way that you'll put a halt to the dirty tricks brigade.



▲ There are several different backstage areas in the game. And the good news is that they're all littered with mega tough weapons. It is essential to make good use of these.



▲ When you've got a tasty weapon in your hand, use it to smash your opponent's face as many times as possible. Remember, your rival would do the same to you, so show no mercy.



▲ If they fall to the floor, walk over and batter them with your weapon. Repeat this process until your opponent's Attitude Meter is blue.



▲ Now you can go in for a pin. You may have to try this move a number of times before you can actually finish them off. Really grind them!

Royal Rumble

In this match you'll go head to head to head!

It's you versus three wrestlers at the same time, and the last man standing is the winner. Getting chucked out of the ring, being pinned or being knocked out are the quickest way to losing these matches.



▲ Once the match starts, stand away from the other wrestlers and use your taunting skills to build up your Attitude Meter. Make sure you're not standing near to the ropes.

► When an opponent eventually moves towards you, use a combination of weak and strong punches to knock them in the direction of the ropes.



▲ Next up, use a strong punch to knock your opponent out of the ring. Sometimes they'll stay on the apron. If they do, use another strong punch when they're dazed to smash them out. This should eliminate them entirely.



▲ Another one of your options is to manoeuvre your opponent towards the ropes. When you're close enough, you can Irish Whip them out of the arena for good.



▲ If you spot another character getting dangerously low on Attitude, you can attempt to pin. You'll find that the other competitors rarely interfere.



▲ If you accidentally get knocked onto the apron, use **[X]** to avoid getting knocked out of the ring and quickly press **[A]** to climb back in. Nice move!

Ironman match

In these tests of skill you'll race against the clock.

There is no way of knocking out your opponent permanently. You win by performing the most pins, submissions, knock outs and ring outs within the time.



► Once your opponent's Meter is verging on the blue end of the scale, hold the 3D Stick to the right to build up your own Attitude Meter to red, then tap the 3D Stick again. You'll see 'Special' flashing on the screen.



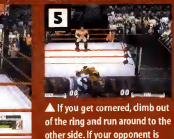
▲ Now floor your opponent with your finisher and go for the first pin. If successful you will now be in the lead. Only the clock is delaying your victory.



▲ You'll win as long as you don't get pinned or knocked out by your rival before the time runs out. If you feel confident, try another pin or ring out.



▲ If your opponent is starting to get the better of you, you need to use defensive tactics to escape their clutches. Use **[X]** to run around the ring and avoid them if you think they're getting too close. Keep on the move!



▲ If you get cornered, climb out of the ring and run around to the other side. If your opponent is near the edge of the ring while you're doing this, pull him out by grabbing his feet. Keep avoiding your opponent until time runs out and victory will be yours.

Character creations

We know you love trying to create your own wrestler, and in WWF No Mercy, the possibilities are almost endless.

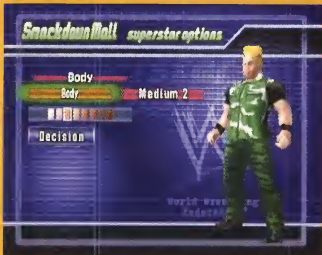
It's great to use your imagination and come up with your very own weird and wonderful fighters. Haven't got any imagination? Don't worry! Here are a few to get stuck into while you ponder your own creations...

Guile

Street Fighter characters always make good wrestlers and here's how to fight as one of the all time greats.



▲ Name Guile. Body Medium 2. Head Male 3. Face Male 96. Hair Shocked.



▲ Ring Attire Pants/Zebra Pants. Upper Body Sleeve S/Dudleyz 2. Feet Boots 1/Boots 04. Take the time to give him some awesome special moves, too!

Zangief

Zangief is the closest thing to a wrestler in Street Fighter so he makes an excellent choice in a marriage between the two games.



▲ Name Zangief. Weight 404lbs. Body Rikishi. Head Male 5. Face Male 24. Hair Mohawk 2. Wow, he looks pretty mean!

▲ Facial Hair 26. Ring Attire Short/Saturn. Upper Body Others/Arm Bands. Tattoo Original 1. Feet Boots 04.

Neo

Played by Keanu Reeves, Neo from the Matrix is one hard man, so why not get him to square up against some of the WWF faithful.



▲ Name Neo. Alias Keanu. Body Skinny 1. Head Male 1. Face Male 16. Hair Short 3. He's shaping up now!

▲ Masks Accessories/Undertaker. Ring Attire Pants/Hardy's Pants. Upper Body Sleeve I/THQ/AKL. Entrance Attire Costumes/Edge. Pretty cool, huh?

Bruce Lee

One of the best ever martial art experts to have graced the silver screen. Let's see how he gets on against a bunch of fat wrestlers.



▲ Name Bruce Lee. Body Skinny 1. Head Male 6. Face Male 82. Hair Short 2. Front Hair 58.

▲ Ring Attire Pants/Rock Pants. Upper Body None. Feet None.

Lennox Lewis

Britain's greatest boxer for years. Get him in the ring and then make up a Mike Tyson for him to lay into. Watch it! No ear biting!



▲ Name Lennox Lewis. Body Heavy 2. Head Male 1. Face Male 45. Hair Dread. Facial Hair 30.

▲ Masks Accessories/Edge. Ring Attire Short/Boxing 1. Gloves Taping. Feet Boots 04. What a champ!

Get wrestling

If you've followed our advice you're certainly a contender by now! Prove that you're a WWF superstar by getting in the ring and bashing some heads together.



The address for all your letters and pictures is:

Club Mario, Nintendo Official Magazine, Angel House,
338-346 Goswell Road, London, EC1V 7QP. Or you
can e-mail us at richard.morsh@ecm.emop.com

We dish out top Nintendo prizes for the
best letters and stuff we like, so it pays to
get scribbling. A big thank you goes out to
our friends at THQ, who have supplied the
games for this month's winners!

THQ

Club Mario

HERE'S THE BIT OF THE MAGAZINE THAT YOU WRITE...

✓ Letters ✓ Bowser's Prison ✓ Game or lame? ✓ Mario's Hotline ✓ Your e-mail

It was on angry and frustrated mail bag this month, with loads of letters about WWF No Mercy's save game problems and the lack of Expansion Paks for Majora's Mask owners. We've contacted both THQ and Nintendo, and you can see what these companies have got to say for themselves over the page...



MARIO'S WINNER!

"I don't care if there are 40 million Pokémon lovers, three French hens, two turtle doves and a monkey nipple Pikachu in a pear tree and that's the bottom line, 'cos Pokémon is crap. Perfect Dark rules!"

Ross McGulgan, Cheshire

■ Leave poor Pika's nipples alone. I take it you didn't make it down to any of the Pokémon Tour dates, then? **Rich**

"I can remember NOM saying that, 'cos N64 games were stored on cartridges rather than CDs, data could be accessed more easily, and that's why there were no loading times. So how come the Gamecube uses CDs rather than cartridges?"

Olly Mills, Aylesbury

■ As games get bigger and more detailed, the cost of putting them on cartridges rises, meaning games cost more in the shops. This stops some companies from making games for cartridge based consoles. So a switch to disks means a more cost effective way of making games. **Rich**

■ Worry not, Olly. I'm sure the tech heads at Nintendo will find a way around the loading times. **Tim**

"TWINE will sell even more than Goldeneye 007 because of the brilliant deaths. I hope the soldiers' expressions change!"

Hugh Woodward, Bristol

■ Do you prefer more of a pained expression, followed by a slow fall to the knees and finished off with a gut wrenching scream? Or are you more of a whimpering stagger followed with a low groan kind of guy? **Tim**

MARIO'S WINNER!

"I was reading through all my copies of your mag yesterday, and in almost every one people were saying how good Perfect Dark is. I think it's absolute *****! The best games, and the ones that everyone should be talking about, are WWF No Mercy and Pokémon Snap. I don't like Pokémon, but even I think Snap is brilliant!"

Mike Porttcock, Bicester

■ I think you're right about Snap and WWF No Mercy, but Perfect Dark, crap? I think you're talking total Porttocks! **Rich**

"Sin and Punishment looks absolutely kick ass! Please can you tell me when it might come out?"

Ben McKenzie, Reading

■ Nintendo is being very tight lipped about it. We've squeezed 'em, and all they say is 'we're working on it'. Sorry, Ben. **Rich**

"In issue 98, Rich said that Liz Hurley would snap in half if you threw a sponge at her. If you want to diss her, then diss me!"

Jack Cook, Manchester

■ Okay, Jack. You smell of pee. **Rich**
■ Ha ha! You did ask for it! **Tim**

Bowser's Prison



If you had to do time in Bowser's Prison, what three N64 games would you take with you, and why? Send us in your list of three games and why you'd take them and you might be banged up Bowser, winning yourself a top N64 game in the process. But please note - no photo, no entry!

Harry Mullan

My three games would be...

1 Super Mario 64

Why? I could bash Bowser as many times as I want, and I love Super Mario 64 anyway.

2 Jet Force Gemini

Why? I could take out my aggression on the drones and ants. Plus it's got great gameplay.

3 Zelda Majora's Mask

Why? It's just so much fun, and it takes absolutely ages to finish it. Perfect for a long stretch in the slammer.



"I was reading Thomas Bleer's letter in last month's issue, and I remembered that there IS a place called Mario's Restaurant in Hatch End! Spooky, or what?"

Aston Ramsden, Oxhey

■ Take me there, Aston! I can imagine a Bowser burger with cheese and a side order of Princess Peach fries. **Tim**

■ Tim, you know you're on a diet. I think it's a Waluigi Salad for you, my lad! **Rich**

Mario's Hit List

Do you want to see your letter in Club Mario? Can't think of anything to write about? Why not tackle one of these meaty subjects...

- Is Nintendo right in rating Conker's Bad Fur Day as a mature title for over 18s only?
- Do you take any notice of age ratings when buying games?
- Does Battle for Naboo look as good as Rogue Squadron?
- Should Nintendo bring out Dinosaur Planet on N64 or should it be left for Gamecube?
- Are you sick of Pokémon?

"Personally, I think the best N64 game this year would be... you guessed it! Perfect Dark. The graphics are jaw dropping, the gameplay is amazing and the multiplayer mode is truly awesome. Thanks, Rare. You've done it once again."

Tom Hodgson, Harrogate

■ We have to say that, after trawling through the post bag, the top game of the year is Perfect Dark. Rare, give yourself a slap on the back. **Rich**

MARIO'S WINNER!

"I am writing to express my anger at Nintendo and THQ with regards to the WWF No Mercy game. Firstly, I had to wait two months longer than the supposed release date to buy it and, when I finally got the game, what happens? There's a defect in it and the memory keeps screwing up. Thanks very much, THQ."

Paul Curruthers, Lisburn

■ I totally understand your anger, and so do our friends at THQ. To find out what they're doing about it, see their response over the page. **Tim**

"We've had TWINE since Christmas and it's the best game ever! We think it would be really cool if you could do a time cheats guide for this title, just like you did for Perfect Dark. And could you tell us why Bond's handkerchief has moved from his left to his right pocket in the end sequence?"

Stephen and Matthew Foulkner, Verwood

■ We don't know. Perhaps he changed his suit just before the end sequence was shot. **Rich**

■ Well spotted, you two. You're obviously a very observant pair. And we love playing TWINE in NOM Towers, too. **Tim**

"Why does everybody think the N64 is a babyish console? I know it's not. Nintendo has an excellent balance of games, and that's why I will always stay loyal to it."

Abraham Altary, Liverpool

■ Too true, Abraham, too true. How could you possibly say that games like Perfect Dark, Operation Winback, Quake II, Resident Evil 2, TWINE or Turok are babyish? **Rich**

■ I think the answer to that question is, you can't. **Tim**

■ I do believe you are right. **Rich**

"In my opinion, The World is Not Enough isn't half as good as Perfect Dark. The multiplayer is rubbish and, whilst the graphics are okay, the storyline is terrible and the weapons are the same as Goldeneye 007. If I was judging the game, I would have given it 80% at the very most!"

Stephen Kempson, St Ives

■ I'm sensing anger. Out with the hate, in with the love! **Tim**

■ Now, if my memory serves me well, I think we did say that the TWINE multiplayer isn't as good as Goldeneye's. As to the weapons being the same, well, it is a Bond game. What do you expect, Stephen? Catapults? Stern looks? **Rich**

"I reckon you lot at NOM should release a single, rapping about all the top N64 games. It would easily go straight to number one. Go on, NOM crew. What do you say?"

Ben Reeves, Essex

■ Well, we got Donkey Kong, Mario too, how about our home boy, Pikachu? They're all fly, unlike my mic skills, which are... dreadful. How was that, Ben. Respect is due! **Rich**

■ Oh, dear. What a noise! I can hear all the dogs and cats in the neighbourhood howling. **Tim**

"I think Majora's Mask looks amazing! My dad bought it yesterday and I watched the opening sequence. Wow! I haven't actually been able to play it yet 'cos my dad's been hogging it, but from what I've seen and read, it looks really, really good. I can't wait until he gives me a turn!"

Dustin Allen, Gateshead

■ Blimey, Dustin! What an N64 hog. Tell him to get off the game and let you have a go. **Rich**

"I'm a newcomer to the mag, and I think it's wicked. I was wondering if there is a way for me to get hold of old magazines, because you said issue 97 was the best."

Kevin Kaboli, Hounslow

■ Good to have you on board, Kev. You've joined the crew at a very interesting time. Call 0845 601 1356 to order back issues. **Tim**

Game or lame?

Judging by the terrific response we've had to this section of Club Mario, there are legions of potential game designers out there.

So, if you want a piece of the action and would love to see your idea in the hallowed pages of NOM, get scribbling! Send in your idea, along with any artwork you've done and a recent photograph, to the usual Club Mario address, with 'Game or lame?' written clearly on the envelope.



Name:

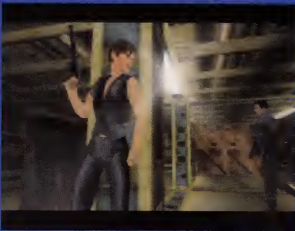
Ryan Thomas

Game name:

Perfect Sniper

What it's about:

Joanna Dark's left the Carrington Institute to become a freelance assassin. Use her to earn pots of cash by bumping people off.

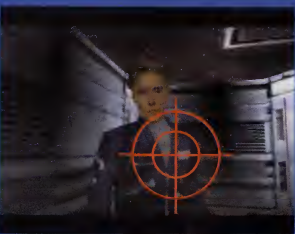


Who's in it:

All the characters from Perfect Dark will be in there, along with secret characters to unlock, such as James Bond.

How it works:

Using all your skills of strategy and stealth, you have to take out the likes of Trent Easton and Jonathan. And there would also be end of level bosses to fight, some who'll even come at you in helicopters.



NOM thinks:

We're not sure about this. We don't like the idea of Joanna Dark being on the bad guys' side, and we can't imagine Nintendo bringing out a game based on a cold blooded assassin.

To: richard.marsh@ecm.emap.com
From:
Subject: Your e-mail

"I just wanted to say that I have Pokémon Gold for my Game Boy Color and it's absolute class! Everybody should buy either Gold or Silver. My favourite new critter has got to be either Celebi or Steelix, 'cos they both look wicked! Long live Nintendo."

■ It sounds like you've got hold of an imported copy of Pokémon Gold and Silver. But for those of you who want to get hold of the official UK version, it's out in the first week of April.

"I heard about THE losing Nintendo's account. I'm actually glad, because when Nintendo gain full control over the UK distribution of Nintendo games, we should be able to expect fewer delays, and hopefully some quicker releases."

■ To be fair, THE has done all it can in a really difficult period. Lots of release dates have slipped, which really isn't THE's fault. But maybe it is time for a clean broom...

"I think the release games for the Gamecube should be, Mario 128, Zelda, Luigi's Haunted Mansion, Metroid and a Perfect Dark Sequel. What do you think?"

■ There would be something for everyone with that launch line up.

"Why the hell is Bandai attempting to rival the Game Boy Advance with their feeble 16 bit WonderSwan Color? Are they mad? If a 16 bit handheld couldn't beat Nintendo's 8 bit console, what's to say a very similar 16 bit console can beat the pure 32 bit wonder that is the Game Boy Advance?"

■ They've got a snowball's hope in hell of beating the GBA!

"I was just wondering the other day. Where has Harvest Moon 64 gone? It looked like a great game and I couldn't wait to buy it. Please don't tell me it has been cancelled!"

■ I'm afraid it will never be released over here, which is a real pity.

A few e-mail rules

We'll do our best to reply to all your e-mails, but we need your help to do this. Follow these simple rules to get a speedy response...

- Keep to short messages! We don't have time to read 500 word e-mails.
- Number your questions and keep 'em brief.
- Put everything in one e-mail, rather than sending six.
- Look at page 3 of the mag. Only send e-mails to the right people.

"If you go into the Clock Tower in Majora's Mask and stand behind the Mask Man, you can see a mask of Mario on his bag. This Mario fellow gets everywhere, doesn't he?"

■ He's certainly quite popular, this Mario character. Someone should give him his own game. **Tim**

■ A game character with red dungarees and a moustache? It'll never catch on! **Rich**

"Why have you nicknamed the PlayStation 2 the GreyStation Poo, when in fact the PlayStation 2 is black, not brown?"

Peter Curtis, Tonbridge

■ We couldn't decide if you were being sarcastic or thick, so we've got two answers. **Rich**

■ If you're being thick, the answer is, what does two rhyme with? **Tim**

■ And if you're being sarcastic, the answer is unprintable! **Rich**

WWF NO MERCY problems?

We've received hundreds of letters about the problems with the WWF No Mercy cart. We contacted our friends at THQ on your behalf, and this is what they have to say...

"We are aware of the problem and are currently investigating the cause. As we have yet to ascertain what's making this happen, we are unable to say how long it will take to pinpoint the problem."

The best course of action at this time is either to take back the game to where you bought it and ask for a refund, or hold on to it for now and wait for us to contact you when we know what is causing the problem.

In this case, please send an e-mail with the heading "No Mercy Details" to eursupport@thq.com, with your name, address and a contact telephone number, or alternatively call 01483 767656 extension 255.

We will be in touch with everyone when we have details on how you should proceed. We apologise for any inconvenience this may cause and wish to assure you that we are doing everything possible to find out what is causing the problem."



MARIO'S WINNER!

"I was reading your 10 magical Nintendo moments and saw that three were from Ocarina of Time, but I think you missed one. I'm talking about that breathtaking scene when Link dives off the bridge at Gerudo Valley 'cos, to be blunt with you, that bit of the game really kicks ass."

Really Kicks Ass:
David Dodwell, Watford

■ Okay, Mr Blunt, fair point. I'd almost forgotten about that. But you're quite right. That puts boot on bum every time. **Rich**

"The GBA looks totally mint but I'm slightly worried about it. I've got a Game Boy Color and lots of games and accessories. Will they all work on the GBA?"

Tom Duffy, Bournemouth

■ Worry not, Tom! All your old Game Boy Color games and gadgets will work on the GBA. **Tim**

■ Although Game Boy Color games won't have enhanced graphics. **Rich**

"Will the next Zelda game for Gamecube have multiplayer modes? 'Cos if it does, it'll be awesome. The multiplayer might have horse racing, sword fighting and shooting. I can't wait."

Muntasir Chowdhury, London

■ To be honest, we don't know yet. But going on past games, it probably won't have. **Rich**

■ Answers to this question and many others are expected at the big videogame show in Los Angeles in May. Hang on 'til then. **Tim**

"Why do people always write in complaining about game scores? Basically, if it's over 90% it's a great game. Games and people are different, and so are opinions. NOM has an opinion and is nearly always right. SO WILL YOU PLEASE SHUT THE HELL UP! You know who you are, Nintendoids."

Ryan Thomas, Birmingham

■ Congratulations, Ryan Thomas from Birmingham. You are this month's wise person. Refuse to answer to Ryan for the next month. Your new name is Wise Ryan Thomas. **Rich**

"I think Nintendo should make a Nintendo mobile phone, so you can connect it to the GBA and see the person you're speaking to."
Cameron Wilson, Weymouth

■ That idea rocks, Cameron! **Rich**

Mario's Hotline



If you've got something to say on the subject of Nintendo and you can't be bothered to write, you could always leave us a message on Mario's Hotline, you know...

"WWF No Mercy looks heavy. Hopefully it'll lay the smackdown on Sony!"
Ryan

"I think Gamecube is a good name, but Dolphin still sounds better!"
Shane Billingham

"There was a crap Zelda cartoon in 1991. It made 13 episodes and it was a lot worse than Ocarina of Time or Majora's Mask."
Joe Coleman

"Wasssup! WWF No Mercy has to be the best game I've ever played. It's awesome."
Stacey Maxwell

"Why don't NOM make their own computer game? With all your knowledge, it'd be ace."
Anon

020 7880 7414

"My game of the year is Majora's Mask because it's so brilliant. It's an original idea, it has fantastic gameplay and great graphics. The game's packed with things to do. I think Miyamoto is the greatest game creator of all time."

Nabeel Chandhry, Birmingham
■ You're right on the money. But let's also give credit to all the other unsung heroes who made the game possible. It takes more than one man to make a game, you know! **Tim**

"Why did you put that preview of Pokémon Gold and Silver in issue 100? Now I can't sleep at night and instead of bags under my eyes, I have suitcases. I'm so excited!"

Paul Griffin, Co Kildare
■ After talking to hundreds of other Pokémonians on the Pokémon Tour, I know you're not alone. **Rich**
■ Try prolonged exposure to Clayfighter 3 1/3. It's bound to get you off to sleep at night. **Tim**

MARIO'S WINNER!

"Your 100th issue was, without a doubt, NOM's finest ever moment. I cannot fault it."

Everything I love was in there, and plenty of stuff I'd forgotten, like Secret of Mana on Super NES, which I own. So I dusted it down and played it again. Mint!"
Darren Collins, Poole

■ It was great fun compiling the Nintendo Top 100. All the old memories came flooding back, didn't they, Rich? **Tim**

■ We were all misty eyed, or was that caused by one of Tim's silent but violent? **Rich**

"I was given Majora's Mask for Christmas, but I couldn't play it 'cos I didn't have an Expansion Pak. Two days later I went out to buy a Pak, but I couldn't find one anywhere. Why aren't there any Expansion Paks? Could you investigate on behalf of all us frustrated Majora's Mask owners?"

Adam Parker, Co Durham
■ Consider it done. Nintendo's response is on this page. **Rich**

"I think there should be a Zelda film. I would like it to be similar to the X Men movie, with lots of special effects. I think Britney Spears should play Zelda and Ronan Keating should be Link."

Matthew Deane, Southampton
■ Ronan Keating as Link? How ridiculous! Are you in any way related to Jack Cook who thinks Liz Hurley should be Joanna Dark? **Rich**
■ Hold on a minute. Britney Spears as Zelda? Now you're talking! Hubba, hubba. She's fine! **Tim**

"I have a complaint to make about Majora's Mask. It doesn't have enough files on it! I share the game with my three brothers, so two save files just aren't enough."

Aeddan Williams, Glamorgan
■ You should sort it out by playing a four player game. The two who come first and second could play Majora's Mask first. No arguments! **Tim**

"I'm writing about the new Zelda game, Majora's Mask. When I got it on Christmas morning I was extremely pleased. But it wouldn't work. I needed an Expansion Pak, and they were all sold out in the shops. I think it's a bit stupid of Nintendo to make it essential to use an Expansion Pak."

Adam Baldwin, Hawkthurst
■ Oh dear. Another unhappy Majora's Mask owner. Is there no end to this misery? **Tim**

Expansion Pak pain

What with all your letters, e-mails and messages about the problems with WWF No Mercy, it's not been a happy post bag this month. And to make matters worse, there's also a real shortage of Expansion Paks that's affected plenty of Majora's Mask owners. We contacted Nintendo, and this is its response...

"We ordered 90,000 copies of Majora's Mask for the UK market. Knowing that the game required an Expansion Pak, we checked our stocks and contacted retailers. We estimated there to be around 40,000 Expansion Paks in the country."

Retailers informed us that only one in four buyers of Majora's Mask would need an Expansion Pak (due to people buying one for Donkey Kong and Perfect Dark). Unfortunately, there were a large number of unofficial imports of Majora's Mask from Europe on sale over Christmas, prompting the shortage of Expansion Paks. We expect fresh deliveries some time in February."



Without a blasted Expansion Pak I can't get out of my cart. What a bummer!

Answers

1. (1) 100th issue	2. (1) 100th issue
3. (1) 100th issue	4. (1) 100th issue
5. (1) 100th issue	6. (1) 100th issue
7. (1) 100th issue	8. (1) 100th issue
9. (1) 100th issue	10. (1) 100th issue
11. (1) 100th issue	12. (1) 100th issue
13. (1) 100th issue	14. (1) 100th issue
15. (1) 100th issue	16. (1) 100th issue
17. (1) 100th issue	18. (1) 100th issue
19. (1) 100th issue	20. (1) 100th issue
21. (1) 100th issue	22. (1) 100th issue
23. (1) 100th issue	24. (1) 100th issue
25. (1) 100th issue	26. (1) 100th issue
27. (1) 100th issue	28. (1) 100th issue
29. (1) 100th issue	30. (1) 100th issue
31. (1) 100th issue	32. (1) 100th issue
33. (1) 100th issue	34. (1) 100th issue
35. (1) 100th issue	36. (1) 100th issue
37. (1) 100th issue	38. (1) 100th issue
39. (1) 100th issue	40. (1) 100th issue
41. (1) 100th issue	42. (1) 100th issue
43. (1) 100th issue	44. (1) 100th issue
45. (1) 100th issue	46. (1) 100th issue
47. (1) 100th issue	48. (1) 100th issue
49. (1) 100th issue	50. (1) 100th issue

NINTENDO TOP 100

THE READER VOTE

You've read about NOM's Nintendo Top 100, and now it's your chance to have a say. Get voting!

Time to vote

We had a massive response to our Nintendo Top 100 in issue 100, so we're going to let the Nintendo nation grab a piece of the action.

Over the next few months we'll be taking YOUR votes for the Nintendo Top 100, and printing the

definitive list in a future issue of NOM.

Don't worry, though... we don't want you to vote for 100 Nintendo things! Instead, we only want you to fill in the entry form on this page.

So grab a pen and get writing. Your vote counts!

What to vote for

The NOM 100 is a little different to other charts because it doesn't just focus on games.

Instead, it covers ALL the coolest Nintendo stuff from the past and also looks forward to the future.

We want you to vote for your favourite 10 Nintendo things, and these will be used to compile the list. Here are a few suggestions of things you might like to vote for...

- NES, Super NES and N64 games
- Nintendo heroes
- Nintendo villains
- Issues of NOM

- Magical moments
- Multiplayer games
- Anything else that's both cool AND Nintendo related

Nintendo Top 100 Reader Vote

Please complete this form and send it to us at the usual address, which you'll find on page 3. You can copy this form onto a piece of blank paper if you like, or you can photocopy it. However, you MUST mark your envelope clearly with the words 'NINTENDO TOP 100 VOTE'.

Name

Address

■ My all time Nintendo Top 10 is...

- | | |
|---------|----------|
| 1. | 6. |
| 2. | 7. |
| 3. | 8. |
| 4. | 9. |
| 5. | 10. |

■ There'll be a prize for anyone whose vote matches the final Top 10, so make sure your writing's clear and easy to read.



BLAG FEST

Welcome once again to the home of the best competitions in the land. If you're up to the challenge we've got some amazing prizes to win. Good luck to you all...



If you go down to the woods

We've gone all cute 'n' cuddly here at Blag Fest this month thanks to our chums at Ubi Soft. Two winners will get a copy of Tigger's Honey Hunt and a cool Winnie and Tigger, while five runners up will win a toy. The first names pulled out of Winnie's Hunny pot will win!

Q How many acres are there in Winnie the Pooh's wood?

- A 1
- B 10
- C 100



Top telly

It's a wee bit cold outside, so why not stay in front of the TV! Thanks to Twentieth Century Fox Home Entertainment and Warner Home Video we've got five copies of My Dog Skip and Digimon Volume 3 to win if you can answer this mind bender...

Q Can you tell us which famous cartoon dog is set to star in his very own N64 quest?

- A** Snoopy
- B** Pluto
- C** Scooby Doo



Hasta la vista, baby!

There are some top graphic novels on the shelves and, thanks to Titan Books, we've managed to bag ourselves some cracking titles for you to win. We've got five copies of Angel Surrogates and Superman Versus The Terminator, so see if you can use your super hero powers to work this out...

Q Who starred as the Terminator in the blockbusting sci fi films?

- A** Arnold Schwarzenegger
- B** Tom Hanks
- C** Bruce Willis



All kitted out

Thanks to BBI we've got an awesome range of kit to win. Two lucky readers will get their mitts on a sack full of prizes including a mini light, battery pack, adapters and a pouch to keep it all snug...

Q Who is the Gold and Silver Pokémon you can only get by downloading?

- A** Celery
- B** Celebi
- C** Sellafeld

How to win ▶

1. Write your name, address and e-mail address on a postcard and send it to: Nintendo, 10000 Lakeside Drive, Suite 100, Irvine, CA 92618, USA.
2. To be eligible, you must be a resident of the United Kingdom.
3. The deadline for entries is 11.59pm on 31st March 2000. Entries received after this time will not be considered.
4. A random draw will be held on 1st April 2000.
5. The winners will be notified by e-mail or post.



Nintendo
Official
Pokémon
Master

Hold on tight for a massive report on the Nintendo Official Magazine Pokémon Tour 2001. See if you can spot yourself in these pics!

Send all your Poké stuff to:
Pokémon Centre,
Nintendo Official Magazine,
Angel House, 338-346 Goswell
Road, London EC1V 7QP.

Contenders... ready!

After Rich's antics in Belfast and Dublin, it was time for the NOM Masters to face Pokémaniacs across mainland Britain. Bring it on!

In January, Dave, Tim and Rich went on the road for a full week of Poké battles, joined by Michael Jackson from The Masters (the bods who write all NOM's tips) and Darryn Van Vurren, the world Pokémon Champion.

The Pokémon Tour kicked off in Leeds and from there the guys travelled to Newcastle, Manchester, Liverpool and Birmingham.

The Tour was run in conjunction with Merlin Collections, the people responsible for the awesome Pokémon Sticker Collection and trading cards. Cheers, guys... it was an absolute hoot!



▲ Hundreds of Pokémaniacs turned up each day, ready to take on NOM's best players.

The NOM Masters

Unlike last year where there was only one lonely NOM Master per challenge date, there were always five NOM players to battle at the Pokémon Tour 2001. They're the best!

Visitors had to win five Poké battles against other Trainers from the crowd, after which they could have a pop at poor old Tim, Rich and Michael.

If they beat one of these three Masters, they automatically qualified for a free Mew download from the official Nintendo machine.

Trainers who crushed NOM could then challenge Dave and Darryn to a deadly Poké duel! But not many people managed to beat them...

Dave McComb

399 HP



Magnolia Edition. Length: 5' 2". Weight: Not much.

Pokémon of choice Dave stuck with his fearsome 100 Mewtwo which did so well in last year's Tour! Mewtwo was his move of choice, but he had a sneaky Swift ready for people who tried to use Double Team against him.

Dave doesn't like being beaten. In fact, he'd rather make a young child cry than admit defeat in a Pokémon duel. He's a brat, you know!

Darryn Van Vurren

416 HP



Pokémon Champion. Length: 5' 2". Weight: Not much.

Pokémon of choice While the NOM Masters insisted on one-on-one battles, Darryn fought in a variety of styles. He even battled a few challengers using Gold and Silver creatures! He was very rarely beaten in a Poké duel.

Aside from being frozen occasionally, Darryn was unstoppable on the Pokémon Tour. Even Master Dave was too scared to challenge him!

Tim Street

342 HP



Magpie Edition. Length: 6' 5". Weight: Light as a feather!

Pokémon of choice Tim was a brave soul. Sick of using Mewtwo all the time, he decided to use his fearsome Articuno instead. Unfortunately, he fell foul of many Psychic attacks. Most people wanted to play Tim too they knew they'd win!

Tim is the whipping boy of Nintendo Official Magazine. His Pokémon are well trained, but lose easily in one-on-one battles.

Michael Jackson

388 HP



Top gun. Length: 5' 10". Weight: Pocket!

Pokémon of choice High kick! Karate king but hated the thought of using a Psychic Type. His awesome Alakazam had a great range of moves and kicked ass at all Tour events.

Like his famous namesake, Michael Jackson's a bit of a thriller. His attacks may be off the wall, but there's no doubt about it - he's badass!

Richard Marsh

392 HP



Beats Edition. Length: 5' 10". Weight: Considered.

Pokémon of choice Rich used a Mewtwo throughout the Tour. His favourite move was Thunder which, as you know, is quite unreliable. When his attacks miss, he screams like a lion.

Richard, the Bold Destroyer, is a fearsome fighter, but his attacks can sometimes fall short of their target. But when he makes contact, he's a monster!

Leeds, Royal Armouries, 3 January

The Nintendo Official Magazine Pokémon Tour 2001 kicked off at the Royal Armouries in Leeds, and it was a great day out.

Loads of dedicated Pokémon fans made the effort to come along, and everyone seemed to enjoy meeting the NOM squad.

Six people managed to beat Darryn and Dave, making for one of their biggest defeats of the whole Tour. Are Leeds Pokémon fans the toughest in the UK...? We certainly think so!



▲ Steven Woolhouse was the first challenger of the NOM Pokémon Tour. Despite losing the first duel, he got revenge later in the day. Good work!



◀ All the dates were busy, keeping the NOMsters battling all day long!

▼ Lorna and Vicky are huge Pokémon fans, and they even beat Dave in Leeds!



◀ Jamie Metcalf came along to the Leeds date, determined to kick ass. His critters were amazing!

Newcastle, Telewest Arena, 4 January

The second date was staged on an ice rink, so the NOM squad felt like they'd been hit by an Ice Beam after five hours of battling!

Again, loads of top players made the effort to come along, but only a handful managed to defeat Dave and Darryn.

Loads of official Mews were given away at the Newcastle event, which meant that Tim, Rich and Michael lost quite a few fights. Get it together, lads!

▶ Another challenger falls before the wrath of Poké World Champion, Darryn!

▼ Lee Armstrong seemed dead pleased to meet and greet the NOM squad!



▲ Rich is one mean Poke player, but he lost to this Trainer!

◀ David Brenner was one of the first players to challenge Dave, using his favourite Mewtwo. Most people used a Lv 100 Mewtwo at the Tour dates, and Blizzard was definitely the attack of choice.



Manchester, Manchester Evening News Arena, 5 January

After a night painting the city red, the NOM squad were feeling a little flaky as they came to challenge the Manchester massive.

Sorry if you thought we were a little grumpy. We had very little sleep, which doesn't help when you're trying to concentrate on playing Pokémon!

Rich was definitely the star of the day, his thunderous Mewtwo managing to crush almost every challenger.



◀ Tense battles raged all day at the Tour date in Manchester.



▲ Stephen Dixon's a proud Silver owner.



◀ Adam Owens beat NOM fair and square! ▲ Thanh and Jennifer Nung gave Rich a run for his money!

Liverpool, Aintree Racecourse, 6 January

After a good night's sleep, the boys from NOM were ready for action again. Even Tim put up a brave fight in Liverpool!

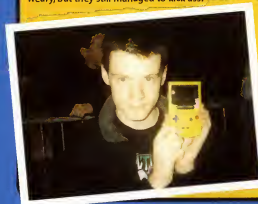
As it was a weekend date the hall was packed out, with people looping around the event all day to collect dozens of Gold and Silver badges.

After four days on the road, the NOMsters were starting to feel a little weary, but they still managed to kick ass!



◀ What, Tim smiling like a loon...? He must have won a Pokémon duel, at last!

▼ Michael and Heather Jackson are two of the most feared Trainers in Liverpool dty!



▲ Michael became a Pokémon expert on Tour with NOM.

◀ Graham Watson brought along his special Pokémon Game Boy he got from America.



Birmingham, NEC, 7 January

The final date of the week was the biggest event of all, with over 1,000 Poké fans flooding into the Birmingham NEC.

There were LOADS of Pokémon that day which had been altered using cheat cartridges, landing hits on the NOM squad which just wouldn't be possible in the real game.

If you won a Gold Badge, congratulations! But if you cheated to get one, shame on you! And you know who you are...



◀ Just look at smug ol' Rich. His Thunder must have hit home!
▼ Emma Brassington used an old style GB to beat Dave!



▲ Dave takes great delight in crushing rivals!

► Ricky, Jack, Nicole and Mike are all Pokémon mad, but they didn't manage to beat Dave!



A face in the crowd

Take a close look at this photograph... are you the person we've drawn a red ring around? If you are, you've won a prize!

If you're the person highlighted, send a photograph of yourself to the usual NOM address, marked for the attention of Richard Marsh. If we're satisfied that you're the person in the pic, we'll send you some goodies.

Keep an eye on Pokémon Centre over the next few months and you might see your mug in the mag.



Next month

Tune into next month's Pokémon Centre and you can read about the Tour events in Southampton, Ipswich and London.



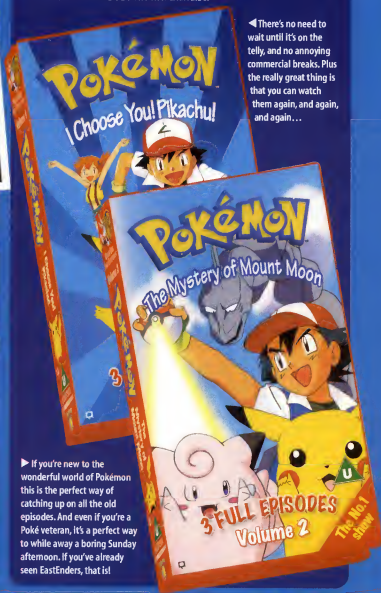
Pokémon videos on the way

Fans of the smash hit Pokémon TV series are in for a real treat. For the first time ever the TV series is coming to video.

The first two volumes go on sale from 12 February, costing £9.99 each, with each video containing three episodes. Volume One contains, Pokémon I Choose You!, Pokémon Emergency and Ash Catches a Pokémon, while Volume Two has Challenge of the Samurai, Showdown in Pewter City and Clefairy and the Moon Stone. A further eight volumes are set to be released later in the year.

And to make collecting the TV series more fun a special Pokémon passport token scheme will be packaged with each volume allowing you to send off for exclusive Poké merchandise.

◀ There's no need to wait until it's on the telly, and no annoying commercial breaks. Plus the really great thing is that you can watch them again, and again, and again...



▶ If you're new to the wonderful world of Pokémon this is the perfect way of catching up on all the old episodes. And even if you're a Poké veteran, it's a perfect way to while away a boring Sunday afternoon. If you're already seen EastEnders, that is!

Nintendo
OFFICIAL MAGAZINE

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Repro by AJD Colour Ltd
Printed by St Ives, Andover

Subscriptions

All subscriptions include post and packing. One year UK subscription is £26.50; Europe £37.50; World £62.50. Back issues cost £3.95 UK; £4.95 Europe and World. Telephone 0845 601 1356

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Nintendo News

✓ We promise to bring you the best info on N64 and all Nintendo News. We tell you the news before anyone else and all of our stories are guaranteed 100% correct by Nintendo.

NINTENDO⁶⁴

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GAME BOY COLOR

Kirby Tilt 'n' Tumble p94
Legend of Zelda Mystical
Seed Series p94
Pokémon Trading Card
Game 2 p94



◀ Prepare to wet your pants with excitement, Zelda fans. The Mystical Seed Series is coming to your Game Boy Color and it's looking a right treat!

GAME BOY ADVANCE

● Japanese final specs and launch titles ● Incredible games ● Backwards compatible

On Wednesday 21 March 2001, Game Boy Advance goes on sale in Japan, with the UK release planned for the end of June.

There are four games ready for the Japanese launch of the console, with many more still in development. While not all the games confirmed may make it over here, they do show the awesome power of GBA, and illustrate the huge

leap forward in mobile gaming, giving us all a better idea of what to expect.

Nintendo has also confirmed what colours will be available for the Japanese launch of GBA. It's worth noting that the colours may change for the UK launch, as might the choice of launch titles. But let's have a look at what's in store for those in the land of the rising sun...

Launch games



Mario Advance

Mario and friends are heading to GBA, complete with dazzling 32 bit graphics. This action packed platformer looks set to come here in June.



Kuru Kuru Kururin

An addictive, challenging and fun puzzle game, where you've got to guide a spinning baton through a series of testing courses.



F-Zero

Awesome on N64 and just as good on GBA. This sci fi racer has four player capabilities and you'll only need one cart to make them work.



Napoleon

A sure hit in France! It's a real time war strategy game set in the era of the great French emperor, where you're in control of vast armies.



GBA facts

- 16 times more powerful than Game Boy Color
- Backwards compatible
- Screen size 50% bigger than Game Boy Color
- 32,000 colours simultaneously
- Four player Link Cable
- Full integration with Gamecube console
- Two new buttons for enhanced gameplay
- At least Super NES quality graphics
- 15 hours of gaming from just two AA batteries
- Infra red communications adapter
- Stereo and Dolby Surround sound
- Internet capabilities
- GBA is 82mm in length, 144.5mm in width and 24.5mm thick
- Its weight is 140g



There's no doubt that GBA is a stunner. It makes Game Boy Color seem positively plain and, with a choice of three colours, there's bound to be one to suit everyone. We don't yet know whether UK gamers will have the same choice of colours, but if we do we'll not be complaining!



More on the way

As well as four launch titles, there are another 10 confirmed games in various states of development, plus many more rumoured to be on the way. Here's a look at some of them...



Castlevania

A brand new Castlevania quest with a choice of two spooky characters. Prepare to be scared.



Wings

An amazing looking game featuring World War One planes dog fighting and bombing.



Top Gear GT

Breakneck speed and four player fun. Plus it's got its own Track Editor mode. It's gonna be big!



Waiwai Racing

It's the Konami kart racer that wants to steal Mario Kart Advance's crown. Fast n' frisky.



Mario Kart

It's Mario Kart but with all the speed and looks of the Super NES version. Highly anticipated.



Magical Vacation

An RPG featuring a bunch of kids who have to track down a whole horde of monsters.



Ouga Gaiden

Loosely based on the Ogre Battle universe, this Game Boy Advance title is a must for strategy nuts.



Golden Sun

A very colourful RPG following the adventures of four pals on a mission to save the world.



Pinobee

Addictive action platformer starring a mechanical bee battling through tough, colourful levels.



Mr Driller 2

The Advance follow up to the crazy puzzler where you have to dig down deep to stop the blocks.



Golf Master

Perfect your swing in this decent looking golf sim, complete with four player link up shenanigans.



Bomberman

It's a brand new Bomberman adventure with some amazing multiplayer modes.

Pokémon Gold & Silver launch date confirmed

The release date for the highly anticipated Pokémon Gold and Silver has now been announced. The game is due out on 6 April.

The latest instalment is set to be the most popular yet, judging by its record busting sales in the US, where it became the fastest selling game ever with sales of 1.4 million in the first week alone!

► There's not long left to wait now, Pokémaniacs. Don't forget to mark 6 April on your NOM calendar!



We think...

Everything we've seen and heard makes us think that this is the future of mobile gaming. Game Boy Advance is going to be the hottest gadget the gaming world has ever seen. Powerful, stylish, innovative and built for fun. And, with awesome new games emerging every month, there'll be some amazing games to play too, offering every gamer fun on the go. Why isn't it June already?



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09063 608053

Perfect Dark

09063 608052

WCW Mayhem

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Zelda 64

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Conker's



Game Info

By: **Rare**

Type: **Action adventure**

Release: **August**

Bad Fur Day

● Strong language ● Madcap antics ● Adult themes

It's been a while since we've had any news on Conker's Bad Fur Day. We've had a dig around and now there are some ace new screens to show you.

For those of you who haven't heard of Conker's Bad Fur Day, it's a Rare title that's ruder and cruder than any Nintendo game, past or present. In fact it's so rude that it'll probably carry an 18 certificate when it comes out later this year.

Make no mistake, this isn't a game for kids! It's a game about a squirrel who drinks like a sailor, swears like a trooper and acts like an animal. Cough your ears or they'll turn black and drop off.



▲ Don't let this foul-mouthed squirrel discourage you. It's not big or clever to act like a drunken fool. Just ask our Tim, who's now in rehab. Only joking!



▲ Adult themes, such as death and bodily functions, are given in-depth treatment in this strange action game.



▲ Some of the characters encountered in Conker are downright hilarious, and more than a little rude.



▲ Conker, first seen in Diddy Kong Racing, has changed over the years. It's a case of too much, too young. Sad really.

Drunken ramblings

The game's amazing plot goes like this: Conker awakes with the biggest hangover ever experienced by a squirrel.

His head's pounding, his mouth's dry and his balance is all shot to pieces. It's up to you to guide Conker through a day unlike any other, with numerous crazy and downright hilarious happenings. A good example of this is when Conker turns up at a dung beetle colony, not here to supply the all important number two!

Finn buffs will be pleased to note that there are loads of references to famous flicks. Check out Conker's take on the legendary lobby game from *The Matrix*. It looks suspicious.



▲ Don't adjust your seat. It's not a *Matrix* game, but a hilarious parody take by Conker, a drunker squirrel.



▲ Who's the fox in the leather outfit? That's not a fox, that's a squirrel! Boom, boom!



▲ You'll go mental for the gun fight, complete with all those weird slow motion special effects from *The Matrix*.



▲ Who's the cat in the hat? For answers to this question, and more, see next month's issue.

► He's a well meaning rodent, who just can't seem to keep out of trouble. What a rogue.

▼ There's a fair maiden in need of Conker's help. She's been kidnapped by evil goons.



We think...

A real battle cry for those looking for something more adult in their gaming diet. But behind the sheer crudity lies an engaging story and some super smart graphics.

Fast News

• Robocop for Gamecube

Just as we were going to press, we received screenshots to a brand new Gamecube title called *Robocop*. Developed by French Publisher, Titus, *Robocop* is a first person shooter inspired by the classic 1980s film. Little else is known, but it's been in development since 1999. Enjoy.



• Dinosaur Planet slips off the release schedule

The future of *Dinosaur Planet* on the N64 is clouded in mystery. Apparently it has been removed from Nintendo of America's release schedule. Is it being held back for Gamecube?

• A last taste of Mario on N64

There's going to be one last Mario game for N64. Dr Mario, originally a classic puzzler from the Super NES days, is slated for an April release in America. This surprise addition is a Tetris style puzzler that looks like *Pokémon Puzzle League*.



• Namco join Gamecube line up

Namco, the legendary Japanese games developer, is poised to start making Gamecube titles. Namco's President, Youichi Haraguchi, speaking to Japanese magazine *Dengeki-Oh* said that Namco will go ahead with development for the Gamecube.

Rugrats in Paris



Game Info

By: **THQ**
Type: **Party game**
Release: **March**



● Just like the film ● Colourful and fun ● Easy to play

Rugrats need no introduction 'cos their giggly, up to no good attitude precedes them. Unfortunately, so does their first N64 game, Scavenger Hunt, which tried to imitate Mario Party with mini games and simple gameplay, but instead came over as a bit cack.

Well, Rugrats in Paris is trying to steal Mario Party's crown once again and the good news is it looks much better than Scavenger Hunt.

Players have the choice of six of the little ankle biters, and you can either play on your own or with your pals. The adventure is set in a deserted amusement park in Paris where the aim is to collect tickets to have a go on the mini games.

There are simple puzzles to solve and hidden goodies to unlock, all designed with the younger gamer in mind. As the game is based on actual stills from the recent Rugrats film, it all looks very colourful.



▲ Young uns are bound to love the amusement park, and very well designed it is too, with a train connecting various areas.



▲ Gold tickets buy you cool prizes, just like in a real theme park. You'll love this helmet!
▶ All the kids from the Rugrats crew appear in the game. Bonus!



▲ By collecting the red tickets you can pay to play the mini games, and buy goodies to use on your adventure.

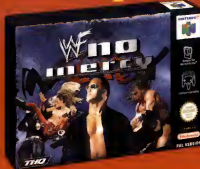


▲ The game's set in Paris, and our guess is that this is the Eiffel Tower. Are we clever, or what?

We think...

Experienced gamers might find this a breeze, but this looks like being a very decent title for young uns, with fun mini games and all the characters they love.

WWF No Mercy save problems?



It seems the vast majority of WWF No Mercy owners are experiencing problems saving game data.

THQ, the makers of WWF No Mercy are aware of the problem and, to find out what they're doing about it, turn to page 74.

Can't find an Expansion Pak?

There's a general shortage of Expansion Paks in the country, which isn't great news for people who have recently got Legend of Zelda, Majora's Mask.

To hear what Nintendo has to say, turn to page 75. Our advice to people looking for an Expansion Pak is to try mail order companies, such as the ones found in NOM, or try shops that buy or exchange games.



THE NEW WAY TO CATCH 'EM ALL

POKÉMONTM PINBALL!

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GAME BOY

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Nintendo

Indiana Jones and the Infernal Machine

- Gorgeous graphics
- Cracking storyline
- What a hero!

Game Info

By: **THQ**
Type: **Adventure**
Release: **April**



An epic tale

As soon as we heard about an Indiana Jones game coming to N64, we dusted off our copies of *Temple of Doom* and *Raiders of the Lost Ark* and reminded ourselves why it's such a class series of films.

It's got all the ingredients needed for both an ace film and top game, with amazing action, gripping storyline and unbelievable stunts. Add to this an ice cool hero and some really bad baddies and you know you're onto a winner.

The story centres on Indy finding crucial parts for an insanely powerful machine, called the Tower of Babel, before the Russians get their mitts on it.

Originally, Nintendo decided not to bring the game out over here, but thankfully THQ decided to release the title themselves. And, judging by what we've seen, they've done the right thing. Check it out...



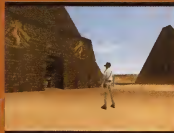
▲ We think you'll agree it's not a bad likeness to Harrison Ford. But who's the babe?



▲ One of Indy's most useful gadgets is his trusty lighter. There are no lasers in this game.



▲ Our man has to explore some pretty spooky looking places on his adventures.



▲ The action takes place all over the world, including Egypt, the home of the pyramid.

It's big...

The game looks like it'll be a really meaty adventure, with over 17 massive levels to sink your teeth into. The detail is incredible, especially if you've got an Expansion Pak. Check out this little lot for starters...



▲ This is an absolute whopper of a game and it looks like there's no fogging.



▲ Those Ruskies are up to no good, and little do they know they're being watched.



▲ We feel cold just looking at this screen shot, but Indy's not one to complain.

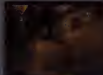
It's gorgeous...

The locations are jaw dropping, with lush textures and atmospheric lighting.

The amazingly clear graphics really give the game just the right feeling. It's lovely!



▲ Any sharper and the graphics would cut you!



▲ The lighting really adds to the atmosphere.



▲ Tomb Raider eat your heart out. This looks totally mint!
► The level of detail is mind blowing. Just look at that lava!



It's action packed...

On his hunt for the Tower of Babel, Indy faces an army of commie goons, hell bent on finding it first.

Cue some nail biting gun battles, whip cracking encounters and weapons aplenty...



▲ It just wouldn't be an Indiana Jones game without a bit of whip action. Bring it on!



▲ A weapon can be assigned to three of the C Buttons on your controller. Handy, eh?



▲ Like the Zelda games, Indiana Jones features a target lock on system for carefree combat.



▲ Well, what do you know! It's a runaway mine cart level. Every game needs one of these!

It's got puzzles...

Indiana Jones is the original tomb raider and, like Lara's adventures, there's a healthy amount of tricky puzzles.

You'll need to engage your brain before grabbing your whip!



▲ Hmm. Looks like you've got to move the block to reach a ledge.



▲ How's Indy going to get across? Put on your thinking caps.

We think...

It's the kind of game the N64's been crying out for, and it looks like it's going to deliver, with a strong hero and an adventure equal to any of the films.

Legend of Zelda Mystical Seed Series

GAME BOY
COLOR
UPDATE

● Smashing stories ● Great adventure ● Ace characters

Game Info

By: **Nintendo**
Type: **RPG**
Release: **June**

There's quite a buzz surrounding the next two instalments of the *Zelda Mystical Seed* series, set for dual release in the summer.

The two adventures can be played in any order and are set in different lands, with the games sharing information with each other via passwords. This means that things you did in the first quest will effect the outcome of the second game.

Even though there are loads of new characters, you'll find that the same faces pop up in both games. Some things will only happen in the second game if you've played the first, while the starting equipment for Link is different in both adventures. Cool!



▲ The two worlds are very different from each other, with new characters and adventures. *Zelda* fans will love it!
▼ There are some very colourful characters to meet on the way.



▲ This is the most ambitious *Zelda* Game Boy game ever.



We think...

It's another example of Nintendo innovation at its very best. These adventures look amazing on their own, but together they may be nothing short of gobsmacking.

Pokémon Trading Card Game 2

There's a bigger and better Trading Card game on the way. This time, the action will focus on beating Team Rocket, and 40 new characters, plus all the rock hard Trainers from the original game.

There promises to be twice as many cards to get your mitts on, plus a more in depth Training mode. You'll also be able to get your deck rated by a Deck Diagnosis machine.



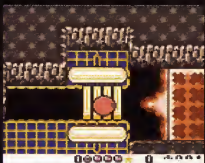
Game Boy News

● Final Fantasy for GBA

Square has pledged to do its best to get its games on the Nintendo system. This increases the possibility of Final Fantasy coming to GBA, considering it originally appeared on Super NES. Square hinted at a new Final Fantasy game for an unnamed handheld console.

● Kirby Tilt 'n' Tumble

Nintendo has changed its mind about turning Kirby Tilt 'n' Tumble into a Pokémon game instead. The game will definitely feature the tubby pink fella, with a release date set for later in the year. Great news for Kirby fans!



● ISS coming to GBA

Konami is set to release an ISS game for GBA, to be known in Japan as J-League Soccer Pocket. No doubt football mad Europeans will eventually get their own version, with possible link up capabilities. Watch this space for more news as it breaks.

● Gaming on the go!

Shoe designers Helen Richards and Paul Rees have produced a range of crazy footwear, all with Game Boys built into them. We'll be showing their range in full next month, but for now, here's a quick taster...



● Game Boy Advance to connect via memory cards

Is Nintendo planning to release a mega capacity memory card for GBA, similar to the one announced for Gamecube? According to Japanese publication, Nihon Keizai Shimbun, they are, allowing huge amounts of data to flow from GBA to Gamecube, and vice versa.

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Next Month

Biggest Best First Most games Official

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Updated

Game Boy Advance

Awesome game shots revealed

Indiana Jones

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Reviewed

Rugrats in Paris

Tommy and Chuckie are back!

Scooby Doo

Cartoon spook fest hits N64

Plus! Game Guides Best Cheats

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All good things come to an end and so we say a fond farewell to Mastermind. Look out for a new page next ish!

MASTERMIND

General knowledge

Try and answer all these correctly...

- (1) Who is secret agent 006 in Goldeneye 007?
- (2) What is Mike LeRoi also known as?
- (3) Can you give us the names of the complete controllable Kong Klan from DK64?
- (4) In Shadow Man, with who is Jack the Ripper scheming?
- (5) Name the gang who steal Pluto in Mickey's Speedway USA.
- (6) Where is Link's mother from?
- (7) Who is the skateboard king who starred in his own N64 title?
- (8) Name the huge amusement park in Rocket Robot on Wheels.
- (9) Can you tell us what school evil witch Gruntilda went to?
- (10) Who is the green croc character in Diddy Kong Racing?



Round 1

Name the game

There have been some classic N64 titles over the last few years, but can you name this bunch?

1



▲ It's a wrestling game, but which one?

2



▲ Party games galore on your N64!

3



▲ Get souped up in Watto's invention.

4



▲ It's Poké fun, but can you name it?

Anagram antics

Can you unscramble these Poké names?

- (1) MOAN GENT
- (2) ILL BREED
- (3) LION THEME
- (4) PAIL THROW
- (5) NO MEATY



Round 2

Who the hell...?

Think you're clever? Name these characters...

1



2



3



4



5



Round 3

The

Big Question

Thanks to THQ we've got three copies of Rugrats in Paris to win. Mark your entry Mastermind (March) and send it to the usual address...

"When did the first issue of NOM hit the shelves?"

THQ



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OUT ON VIDEO AND DVD 12TH FEBRUARY

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